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EARTHWORM JIM

Part 2: The Ultimate Worm Code

HUGE REVIEWS
DEMON'S CREST
UNIRACERS

LOOK INSIDE FOR THE HOTTEST TIP OF ALL!

SEE THE INSIDE COVER FOR DETAILS.

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

* CANADIAN RESIDENTS PAY 25 BUCKS.

HEY BRO, I HEARD YOUR SUBSCRIPTION TO *NINTENDO POWER* IS ALMOST OVER. SO I WAS THINKIN' MAYBE YOU SHOULDN'T RENEW. I MEAN IT'S ONLY 18 BUCKS* FOR A WHOLE OTHER YEAR, BUT I COULD TELL YOU A LOT ABOUT VIDEO GAMES TOO. AND SINCE EVERYONE THINKS YOU'RE COOL I'LL JUST HANG WITH YOU LIKE BEST FRIENDS AND STUFF. I'LL SHOW YOU THIS ONE TRICK FOR MENTAL COMBAT IF YOU HELP ME AVOID GETTING BEAT UP EVERYDAY. WHAT DO YOU SAY? FORGET THE CLUB. WE'LL USE YOUR $18* TO GET MATCHING SONIC NOTEBOOKS INSTEAD. I MEAN, SO WHAT IF WE SUCK AT THE GAMES, AT LEAST WE'LL LOOK COOL RIGHT? C'MON, PAL, PLEEEEASE, DON'T RENEW. OWWW! THAT HURT. C'MON PRETTY PLEASE, DON'T

NINTENDO POWER
SUPER POWER CLUB™

Enhanced.

vt. -- To make better, greater, etc.; heighten.

It's like Game Boy on video steroids. The Super Game Boy Accessory lets you play Game Boy games on your TV, through your Super NES. **It's trick!** Any Game Boy game can take advantage of Super Game Boy's mystical powers, but games like Donkey Kong™, Daffy Duck: The Marvin Missions™, Wario Blast Featuring Bomberman™, Mega Man V™, Wild Snake™, Mighty Morphin Power Rangers™ and others have been specially-programmed to take advantage of Super Game Boy **Enhanced** mode. Full color borders make the games just that much cooler. All you do is plug your Game Pak into the Super Game Boy and pop the Super Game Boy into your Super NES. **BOOM!** It's a whole new play experience. You always knew your Game Boy games were cool.

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THE MARVIN MISSIONS
PRESS START
PRESS SELECT FOR PASSWORD

WARIO BLAST
FEATURING BOMBERMAN!
START
PASSWORD
0000
©1994 HUDSON SOFT
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MEGA MAN V
▸GAME START
PASS WORD
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WILDSNAKE
PRESS START

MIGHTY MORPHIN POWER RANGERS
MIGHTY MORPHIN POWER RANGERS
▸START
OPTION
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DONKEY KONG
Super GAME BOY
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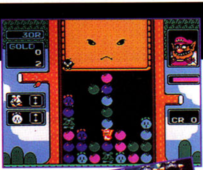
DECEMBER 1994
VOLUME 67



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NINTENDO POWER

PLAYER'S
POWER
N

I went out to get the mail the other day and much to my surprise there was a strange, leaf-covered box with my name on it. Very curious, I opened it and found that it was a videocassette. Without reading the enclosed brochure I popped it into my VCR and soon found myself scrambling to find my eyeballs because they had popped out onto the floor! Like everyone else, I had seen photos of Donkey Kong Country, but this was totally different. Amazing! Seeing the game in action convinced me that Nintendo is deadly serious about elevating their games above the competition. Knowing about computer graphics, animation techniques, and knowing how powerful (and expensive) Silicon Graphics computers are, I was doubly-amazed that I'd be able to play Donkey Kong Country, soon. To be honest, I was getting bored with my video games. I didn't really play them any more, but this game has stirred up my game craving again. I'm interested in checking out the new generation of 64-bit players, but it certainly makes me feel good that there is still a lot of life left in my 16-bit Super NES. Several of my friends have stopped by and have checked out the video and they couldn't believe it, either! It's funny to watch their faces when they watch it. Oddly, I'm experiencing a strange craving for bananas and I don't even like bananas! It's really weird. But what I really wanted to say is "thanks" and I hope to see more of these preview videos in the future.

MAX JOHNSON
LOS ANGELES, CA

We're glad you enjoyed the video. It just seemed like the perfect way to show off the game.

Was that *really* Killer Instinct at the end of the Donkey Kong Country video?

TIM MELTON
CLEVELAND, OH

Of course it was ! Want to see more?

In the Making Of Donkey Kong Country video, you may have seen Ken Lobb talking about the artwork that was on the wall as he and Josh, the host, were walking toward the Treehouse. All of that was envelope art that YOU, the faithful NP readers, have sent in. In several of the hallways here at The Fortress, Nintendo of America, envelope art adorns the walls in giant display cases. See, we told you that your artwork is appreciated. Thanks to everyone who takes the time to trick out their envelopes!

THE EDITORS!

TOP 10

EXCUSES TO USE IF ONE GAME REMAINS AND TWO PEOPLE WANT IT

10. You have to have the Barcode battler to play that game.
9. That game isn't compatible with any Nintendo system.
8. That game is already reserved for me.
7. (Offer a bribe.)
6. Execute a Psycho Crusher through the person to the game.
5. Take a hostage.
4. I lost a contact lens--don't move.
3. Sneeze on the game.
2. Hey! Is that Cindy Crawford?
1. I'm Buying the game for an orphanage.

DEREK SWEINHART & ADAM HAUSTING
FREDERICSBURRG, PA

YOSHI'S FAVORITE FOODS

10. Great Goomba Gravy
9. Lakitu Limburger Cheese
8. Piranha Plant Pastries
7. Buzzy Beetle Breakfast
6. Super Spiny Surprise
5. Mashed Mega Moles
4. Bullet Billburgers
3. Tasty Turtle Treats
2. Dino Rhino Ravioli
1. Pokey Pot Pie

MICHAEL WILKINSON
DECATUR, MI

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

The Making Of Donkey Kong Country video has been in your hands for over a month now and you probably have the game now. How well did the video prepare you for the actual game experience?

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PLAYERS PULSE
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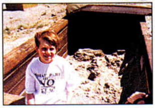
DINOSAUR DIG CONTEST

Justin learned some of the secrets to hunting, finding and identifying fossils. Many fossils are lying on the surface where they've been exposed by wind and rain.

Justin befriended Ozzy the llama at once. How do you make friends with a llama? Try blowing in his nose. They love it.



Justin Murray of Monterey, California and his family (mom Karen, dad Terry, and brother Scott) revisited the age of dinosaurs with Dr. Jack Horner last July. Dr. Horner consulted on Jurassic Park and was the model behind the character of Dr. Grant in the novel. During two days of learning about real dinosaurs with Jack in the badlands of Montana, Justin found numerous fossils including a wicked looking raptor tooth. How real was Jurassic Park? Jack said it was just fiction, but he also told us that he and his colleagues have managed to find actual DNA...from a T-Rex! After the dig, Justin and family went south to Yellowstone and headed into the mountains with Ken Steppanick's trusty Llamas of West Yellowstone. On the three-day trip, elk, big horn sheep, a bull moose and llamas were just some of the animals seen.

EDITOR'S CORNER!

Have you played Killer Instinct yet? If you have, then you realize how great the Nintendo Ultra 64 is going to be. Everything that you see going on in the arcade version of the game will appear in the home version........everything! Because of Nintendo's affiliations with great hi-tech companies like Silicon Graphics, Alias, Rambus and others, we will be bringing you the most powerful home gaming system ever. It's also because of these affiliations that the price of the Nintendo Ultra 64 will be extremely reasonable. Major technology plus massive marketing power equals an incredible deal for you!

GAIL TILDEN
EDITOR-IN-CHIEF

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

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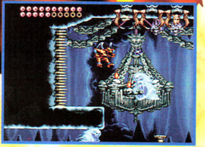
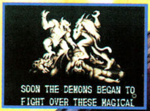
Demon's Cre

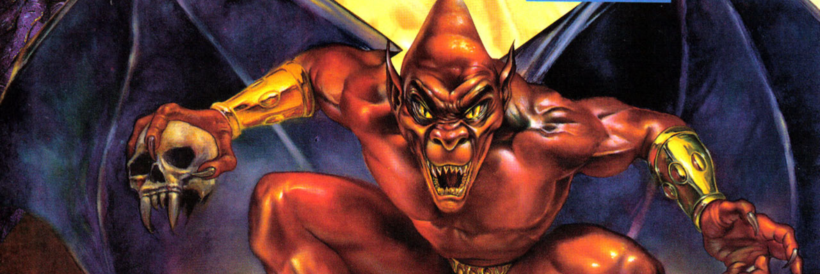
FIREBRAND SOARS ON THE SUPER NES!

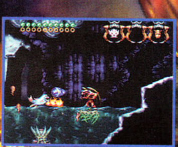


A tale of a great battle and revenge is told at the beginning of Capcom's Demon's Crest. Whatever the story, Demon's Crest is cool. It's got great graphics (a Capcom standard), good play control and lasting interest because of all the hidden areas and items. A player doesn't have to complete every single area to finish the game. It may be a little confusing in that respect, but still, a cool game.



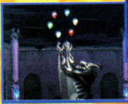
SOON THE DEMONS BEGAN TO
FIGHT OVER THESE MAGICAL

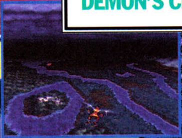




QUEST FOR POWER

Firebrand, the star of Demon's Crest, has appeared in other Capcom titles, like Gargoyle's Quest. He also had a part in Super Ghouls 'N Ghosts. What Firebrand has to do in this quest is recover six Crests. They are well-hidden and well-guarded. Many secret areas will have to be discovered to accomplish the task.

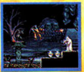




On demon wings, you'll fly to various locations in the world trying to recover the Crests.

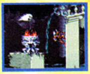
I

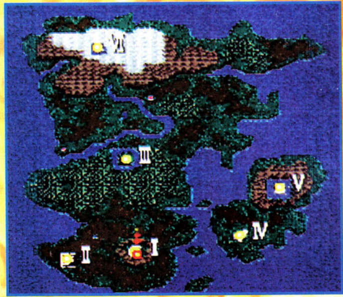
Even though the game is not necessarily linear, you are prompted to follow a sequence of stages. Stage I is a likely place to begin.



II

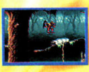
Several new types of hazards are introduced in each successive area. Stage II sees Firebrand confront ghosts and watery surroundings.





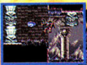
III

A thorough mastery of jumping and firing techniques will be critical by the time you make it to Stage III.



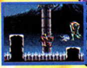
IV

Spiked floors, ceilings and moving pillars are just some of the pitfalls waiting in Stage IV. Firebrand can adapt to numerous surroundings.



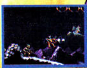
V

In order to access Stages V and VI, Firebrand must do something special. These areas don't have to be completed to finish the game.



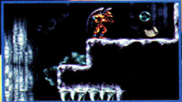
VI

More firepower is necessary in the difficult stages. Build up your Fire and Crest powers as well as your Spells and Potions by that time.

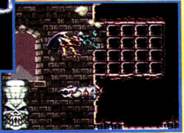


BURIED SECRETS

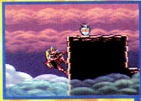
It's evident that secrets and hidden areas and Items only add to the flavor of a game. Demon's Crest keeps you going in that category. With all of the various forms that Firebrand can take on, you can and should do a lot of experimentation. Go back to previously-completed stages after you have more power.



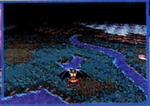
In Stage III, there is a secret area under the water where you can locate a Spell Vellum. It is extremely helpful to have.



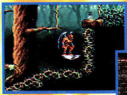
Once you have acquired the "Buster" and have enough power to break blocks, do so whenever and wherever possible.



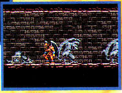
Jumping into this Stage IV whirlwind ultimately causes Stages V and VI to open.



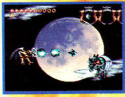
This small body of water is home to the Level 3 head-butt game.



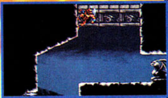
Use Wind Crest power to get up to this Potion Bottle.



Obtaining the Crown Crest from a gargoyle statue in a secret area of Stage IV increases the likelihood of finding money.



Want to ascend? You'll get Aerial Gargoyle after beating this guy.

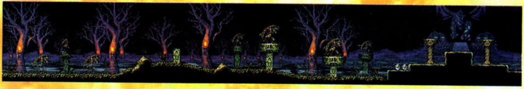


Go through this area a second time to find a Life Unit.

I

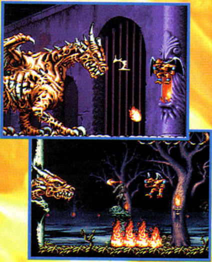
WHERE EVIL LURKS

As you can probably already tell, Demon's Crest is not a "friendly" game. The imagery is horrific at times. Some may be turned off by that, but nonetheless, Demon's Crest provides a solid game play experience. Stage I starts off with a bang. The battle isn't tough, but it's a sight! It's also hard to resist making the "Capcom crumbling noise" when you defeat an enemy!



SKELETAL DRAGON

Press the B Button twice to hover in the air and avoid the fire blasts that the dragon shoots out while you keep firing at its head.

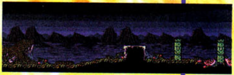


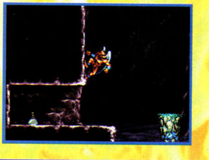
It's a two-part battle! Rock the dragon a second time to earn yourself a Life Unit.

1

POTIONS

Visit the potion merchants to fill up your Potion Bottles with, what else, potions. Of course, you'll have to have Potion Bottles before you can buy the potions to go in them. Check elsewhere in this review to find the locations of more bottles. Some of them are pretty tricky to locate and recover.



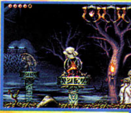


This bottle could easily be passed over by a player who is in too big a hurry to make it to the end of the stage. You have to explore everywhere.

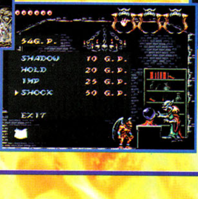
2

FOCUS ON HOCUS POCUS

Besides the Crests that allow Firebrand to morph into characters with different abilities, there are other things to do in Demon's Crest that will enable you to complete your task more easily. Of particular note are Spells. You first need to collect Spell Vellums for the Spells to be sold to you. It'll cost you when you buy a Spell, so don't neglect picking up money when it appears. Repeatedly go back to areas where you know you can find money.



A Spell Vellum is hidden in a gargoyle statue in Stage I. Head-butt everything that you possibly can throughout the game.



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54G.P.

SHADOW   10 G.P.
HOLD     20 G.P.
IMP      25 G.P.
▸SHOCK   50 G.P.

EXIT
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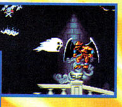
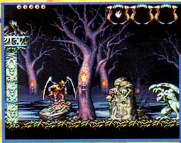
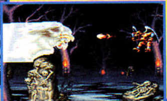


The Imp Spell sends out a little drone character to help you ward off evil spirits and others.

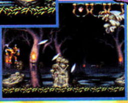
3 BLAZING

This beast is easy to beat. Firing at him when he blazes at you and avoiding his tail-dagger attacks are the keys to victory. Jump or stay low when he goes into his charging attack.

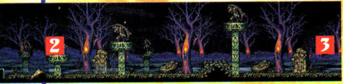


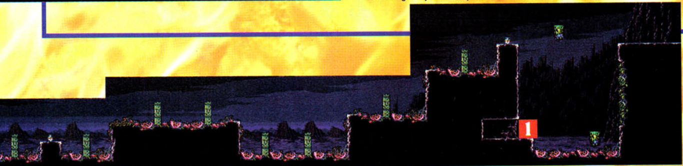


Head-butt the statue to bring it to life. Just pay very close attention to the blazing charge attacks, though.



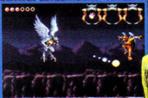
Tortuous tail-feathers fly at you from three different angles. Drop to the ground and move to a spot where the upper tail-feather goes just over your head.

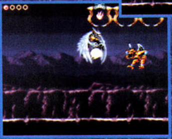




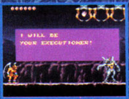
ARMA

You should be able to hit Arma several times before he begins to attack you. He likes to use long, swooping attack patterns, depending on your elevation. You won't actually defeat him, but you will win the Earth Crest from him. It enables you to morph into Ground Gargoyle. Arma looks forward to your next meeting.





They're enough to back you off and keep you at a distance, but these fireball shots are not very difficult to avoid.

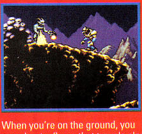


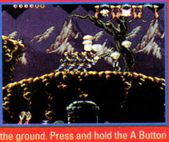
I WILL BE YOUR EXECUTIONER!

You'll often be able to jump high enough to hit the winged beast's feet when you fire. Don't remain at the same elevation for too long. Sooner or later, he'll fly right at you.

GROUND GARGOYLE

It seems a little odd that a character who flies (Arma) would be the one to give you the Earth Crest power, but that's just the way it goes! Morphing into and using the powers of Ground Gargoyle will be crucial in many areas of the game. Ground Gargoyle can bash into and break many things. Who knows what you might find buried under a pile of rubble?





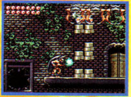
When you're on the ground, you can shoot a flame that travels along the ground. Press and hold the A Button to access the forceful powers of Ground Gargoyle.

II FIRE BY TRIAL

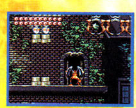
Stage II is more difficult than Stage I and there are more things to do and more things to try. That's true now that you have the power of Ground Gargoyle. You'll go far, but you should still return to Stage II after you have acquired more impressive power in order to find and pick up Items you may have missed the first time through.

1 GET GINSENG

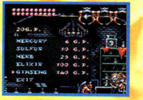
On your first time through this section of Stage II, you won't be able to enter the Potion Shop. You need to have more power to break through the row of bricks that blocks the door to the shop. Return to Stage II after you have the powerful "Buster."



The Buster can break through these bricks, whereas Firebrand's regular shots can't. That's not all it's good for!

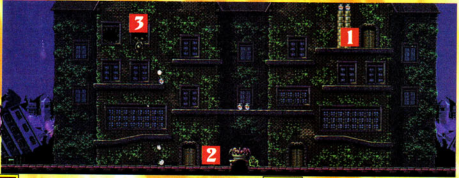


Bang your head against the door of the Potion Shop to get it to open. A normal demon would probably knock.

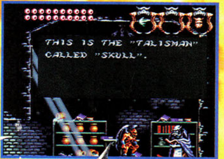


206 G.P.
MERCURY 6 G.P.
SULFUR 10 G.P.
HERB 25 G.P.
ELIXIR 100 G.P.
▸GINSENG 140 G.P.
EXIT

Inside the Potion Shop. What'll it be? Ginseng is expensive, but this is the only place that you can get it.



2 WISE MAN



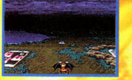
THIS IS THE "TALISMAN" CALLED "SKULL".

Soak up the Wise Man's knowledge and apply it to your quest.

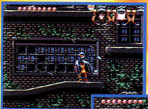
If you select an Item from your inventory and enter the Wise Man's house, he will tell you what powers or abilities the Item possesses. Make sure you know what all of the Talismans do. It's very important to know.

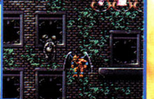
3 BUTT-HEAD

Head-butting plays an integral role. Using the technique, Firebrand can enter doorways, break things and also play a game of skill! The jumping head-butt is critical.

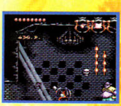


The Level 1 game is located in a house just to the northeast of Stage II.

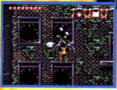




Breaking windows could be deemed an act of vandalism, but in this game, it earns you money and Power-Ups!



Play the game just as the fat guy instructs you to. Don't give up!

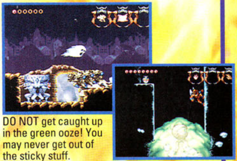


For an extra dash of fun, you can even add insult and injury to the skeleton's skull!

4

EYES HAVE-IT

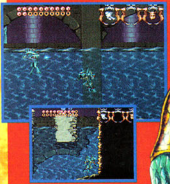
Use Ground Gargoyle to enter this secret area and take on a giant eye with ten satellite eyes. This battle won't be easy. Use Ground Gargoyle when you can.



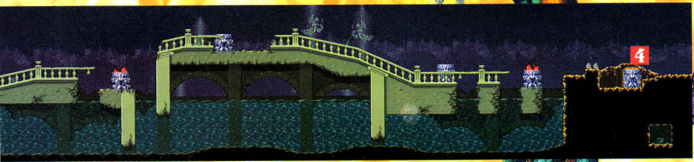
DO NOT get caught up in the green ooze! You may never get out of the sticky stuff.

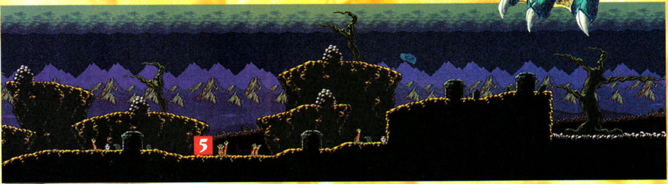
TIDAL G.

Once you've obtained Tidal Gargoyle, come back to Stage II and explore the watery areas.



Go right through this wall to locate and get the Hand Talisman.

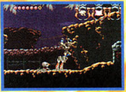




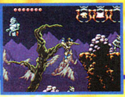
5

GRAVE DANGER

The best thing to do is to look out for the hands that come up out of the ground and avoid them. But if you do get caught, just keep jumping to break free.



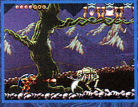
Jump over the hands or they'll catch you. The skull comes up from the grave to bite you.



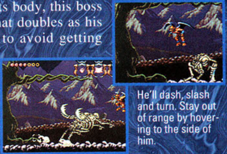
You won't have to deal with the hands if you keep to the upper regions.

SKELETAL REMAINS

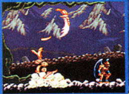
Without a funny bone in its body, this boss swings a mean machete that doubles as his arm. Jump up and hover to avoid getting slashed and move back and forth.



He taunts you to come closer to him. This isn't what you should do. Stand back and shoot!



He'll dash, slash and turn. Stay out of range by hovering to the side of him.

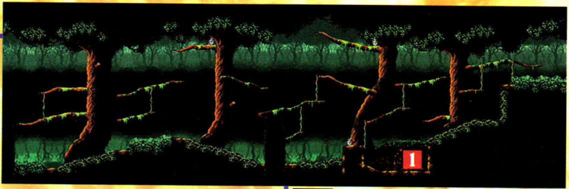


Reduced to a pile of incinerated bones! Looks like it's time to collect your reward.

III

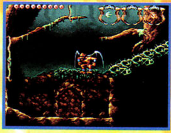
A RAGING INFERNO

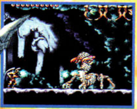
More than the action heats up in Stage III. The flames of evil are ignited to new levels of fervor. When Firebrand is flying around, he'll have to watch where he lands as well as watch what is flying all around him. There are several secret areas connected by hidden doorways in Stage III. It's your job to see how they fit together.



1 FIND THE SECRET DOOR

If you work your way down through the maze-like branches of the trees, you'll find a doorway that leads you into the caverns of Stage III. You DO want to go here, but make sure you're packin' plenty of firepower and plenty of Life Units because the enemies are mighty tough within.



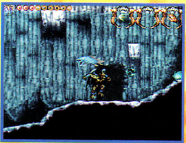


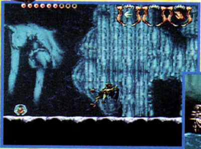
A two-part task. Nail the head and the body. Get a Life Unit when you prevail.

A-ha! There's the doorway. Firebrand will just need to apply a little head-butt to crumble the rocky door.

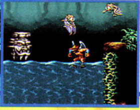
2 WHICH WAY?

When you figure out where the secret doors go, you'll breeze through this stage. You may have to sacrifice some energy and/or Potions while you are searching underwater.

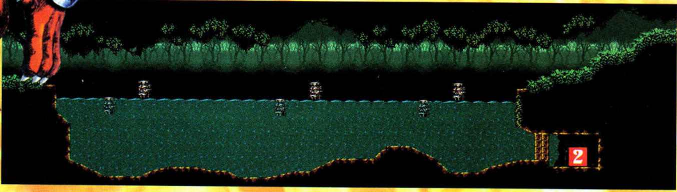




Go ahead and take some hits in order to recover important Items like this. You can always retry the section if you don't succeed the first time.

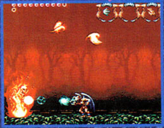


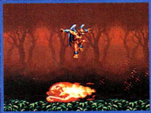
When you go through the secret doors, you'll end up back near the beginning of the stage. Just don't go the same way again.



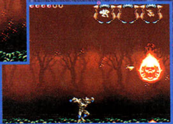
FIGHT FIRE WITH FIRE!

The battle with this boss may be the toughest one so far. The fiery skull has several attack methods and patterns at its disposal. It can move very quickly while dropping small fireballs, or it can move slowly while swooping up and down, making it difficult to jump over without getting your wings singed. Your best bet for attacking the boss is to use a combination of Buster fire power and Ground Gargoyle crest power.





Jump over the flaming hunk of junk when it zooms from side to side along the ground then switch to Ground Gargoyle.

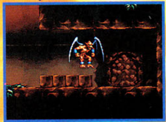


Using the power of Ground Gargoyle, jump up and shoot rapid shots at the flaming skull as it moves up and down and back and forth in a wave-like pattern. Try to avoid the fireballs that it drops.

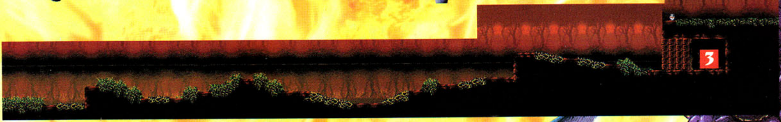
3

BREAK OUT

If you have the Buster you can break through these blocks to go to a door that leads you to the Skull Talisman. You can make more Vitality Units appear when you defeat enemies.



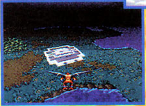
The blocks neatly cleared away, Firebrand will have no trouble at all scoring the Skull Talisman.



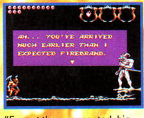
THE BATTLE RAGES ON

After you finish Stage III, you will be prompted to go on to Stage IV by looking at the overworld map screen. You can finish the game after Stage IV, but you still could be missing many Items. The trick to the game is figuring out where and how to complete your Item inventory. It's not easy.

More bosses. More powers. More Spells. More Potions. More everything!

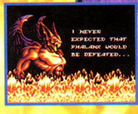


Make sure you enter (or try to enter) every possible location when you're flying around. Try odd locations!



AH... YOU'VE ARRIVED
MUCH EARLIER THAN I
EXPECTED FIREBRAND.

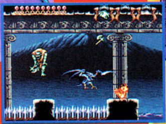
"Expect the unexpected, big guy! Later."



I NEVER
EXPECTED THAT
PHALANX WOULD
BE DEFEATED...

AERIAL GARGOYLE

When you get Aerial Gargoyle, Firebrand takes to the air, flying up and down with ease. The morphing character really adds to the depth of the game.

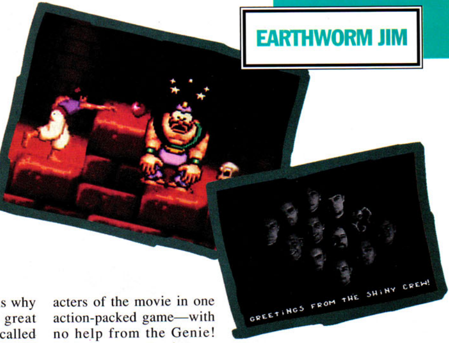


Worried about maneuverability? Forget about it. Aerial Gargoyle will take you where you need to go. No questions asked.

EARTHWORM JIM™

Nintendo Power picks up where we left off last month with more tips for one of the best games to come out for the Super NES all year--Earthworm Jim! We covered the first four levels in the last issue, but with the awesome graphics, wild enemies, and non-stop action, we couldn't stop playing! So now we're bringing you more on the next three levels. Jim still has a long way to go before the Evil Psy-Crow and his legion of evil enemies are conquered. There's the electric world of Prof. Monkey-for-a-Head, Peter Puppy's homecoming, and the final quest into the bowels of Buttville. There, you'll meet the mysterious dark mistress, who'd like nothing more than to get back the super suit, and send Jim back to the hole he crawled out of!

All characters and related indicia are Trademarks of Shiny Entertainment, 1994—all rights reserved.

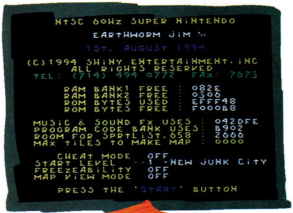


There are eleven reasons why Earthworm Jim is the great game that it is: its creators. Collectively, they're called Shiny Entertainment. Led by game guru David Perry, the company took seven months to create Earthworm Jim. Not only did they use every bit to make the game move smooth as silk, but they invented enemies and action unlike any game before. You may have played another hit game that the Shiny crew created—Disney's Aladdin. Modeled after the Disney movie, it brought to life all the memorable characters of the movie in one action-packed game—with no help from the Genie! After playing Earthworm Jim, you can see why players are so glad that Shiny Entertainment is committed to making games that go beyond the norm. And by the time you finally make your way through Earthworm Jim, another Shiny game will be ready for you. They're taking a whole year to make the next one!

SHiNY CODE

By now, you know how tough Earthworm Jim is. We at Nintendo Power know it's hard to solve all the baffling puzzles Shiny has made for you and Jim. So, we're giving you a little help—a secret Shiny Code!. After entering the code, you'll come to this options screen. It lets you do four things. You can use the "Cheat Mode" and never take a hit. The "Start Level" lets you go to any stage of the game you want. "Freezeability" lets you pause the game without the screen going dark. And "Map View Mode" lets you see the entire level you enter before you begin playing. When you get to the place on the level you want, hit "A" and "B" together, and Jim will appear, ready for action!

Pause, ←+ A, B, X, A, A, B, X, A, START



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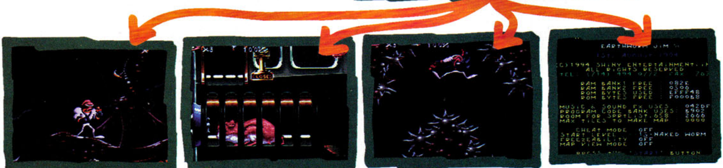
NTSC 60HZ SUPER NINTENDO
EARTHWORM JIM ™
1ST. AUGUST 1994
(C)1994 SHINY ENTERTAINMENT, INC
ALL RIGHTS RESERVED
TEL: (714) 494 0772   FAX: 7673
RAM BANK1 FREE  : 082E
RAM BANK2 FREE  : 0306
ROM BYTES USED  : EFFF48
ROM BYTES FREE  : F000B8
MUSIC & SOUND FX USES : 042DFE
PROGRAM CODE BANK USES: B902
ROOM FOR SPRTLIST.658 : 2666
MAX TILES TO MAKE MAP : 0000
CHEAT MODE     OFF
START LEVEL    --1 -NEW JUNK CITY
FREEZEABILITY  OFF
MAP VIEW MODE  OFF
PRESS THE 'START' BUTTON
```



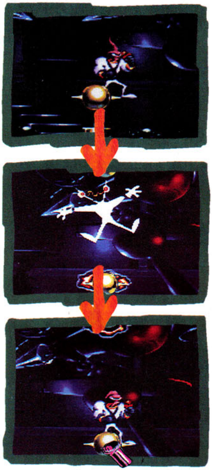
The Shiny Code lets you check out different levels, and practice the moves you'll need to get Jim through safely. But the real challenge is making it from New Junk City to Buttville in one game. Few players can claim they've wormed their way through all seven levels and defeated Psy-Crow and his evil leader! With Jim's suit and your smarts, you can do it!

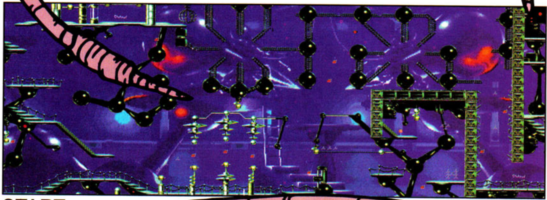
LEVEL 5

Level 5 takes you to the mysterious lab of the sinister Prof. Monkey-for-a-Head. Who knows what devilish experiments the not-so-good doctor has been conducting here. By the looks of the fiends that are after you, they can't be good. You'll have to fend off bouncing brains, floating evil eyes, a crazy mechanical chicken, and of course, the mad doctor himself. Keep Earthworm Jim on his toes at all times. There's cracklin' electricity everywhere you look. But there's also plenty of hidden treasures along the way!

SHOCK

After exploring the platforms above the slippery conveyor belt, head right to find Prof. Monkey-for-a-Head and his evil henchmen. As you do, you'll find these high-voltage electric transformers. Jump from one to the next, but make sure you time it right. If the transformer's glowing, Jim will get zapped!

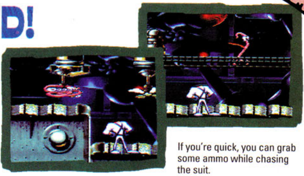




START

STRIPPED!

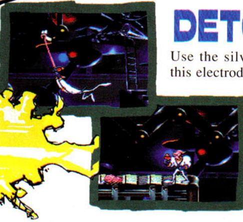
When Jim hits the spinning blade of the power turbine, he's ripped from his suit. Hurry ahead before the suit falls off the conveyor belt, and jump back in.

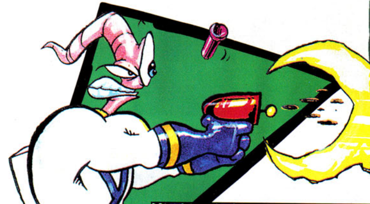


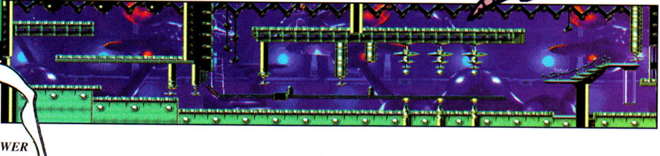
If you're quick, you can grab some ammo while chasing the suit.

DETOUR

Use the silver hook at the end of this electrode to swing up to a conveyor belt. It doesn't go too far, but you'll find some extra life and valuable ammo for your upcoming battle with Prof. Monkey-for-a-Head!

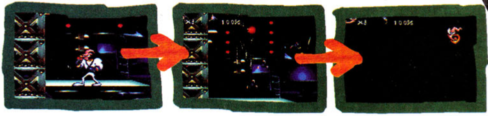


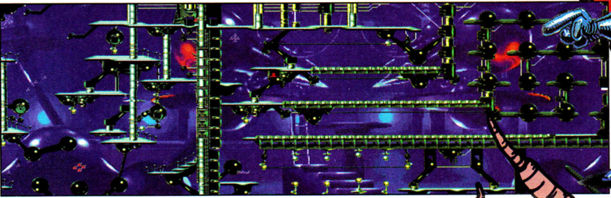


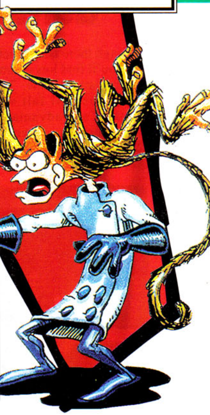


DARK WARP

Above this platform, you'll find a hidden warp. It takes you to a strange area, where you'll find 1-Ups and lots of ammo.

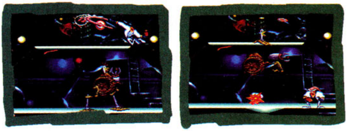






CLUCK-O-MATIC

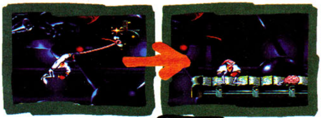
This boss is Prof. Monkey-for-a-Head's master creation. Stay away from her mechanical gun, and jump over her poisoned eggs. When the foul fowl walks under the target, hit the bull's-eye with a whip and a bomb will drop.



Earthworm Jim needs to be spry to avoid this clucking monstrosity. But if you can hit her with five well-timed bombs, you'll turn this mechano-chick into scrambled eggs!

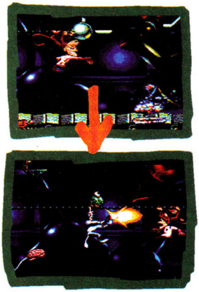
WHAT A SWINGER

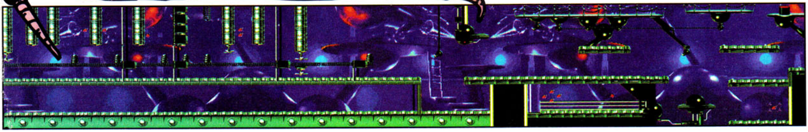
It's a long way between conveyor belts. If you and Jim don't have the swing move down, you'll make a perfect specimen for Prof. Monkey-for-a-Head's next experiment!



MONKEY

When Prof. Monkey-for-a-Head starts throwing beakers, hang with the doctor, blast him a few times, and he'll scoot away.



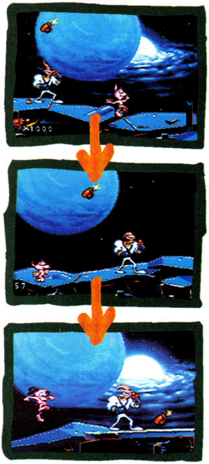


FOR PETE'S SAKE

After the perils of the Monkey House, a nice walk with Peter Puppy might be a nice change. Think again! Jim has to get Pete home safely, past diving saucers and python plants. When you come to a gap in the path, Pete gets a little nervous. Give him a gentle whip, and he'll soar to safety. Start shooting, and Pete will stop in his tracks and duck for cover.

GUNS!

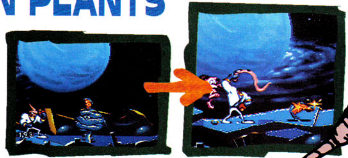
Though there isn't much to shoot at, you'll find lots of ammo along your journey home. Those crazy Martians will fall with a few shots. Take advantage of this, and stock up on your supply. You'll need it for the dangers to come!



You and Jim have to protect Pete at all times. If he falls off a platform or gets trapped within the squeezing vines of a nasty bush, he won't be happy. Then, Earthworm Jim will learn a new definition of "puppy love!"

PYTHON PLANTS

If you get too close to these pesky plants, they'll put the squeeze on you. Whip them down, and you and Pete can jump over safely.



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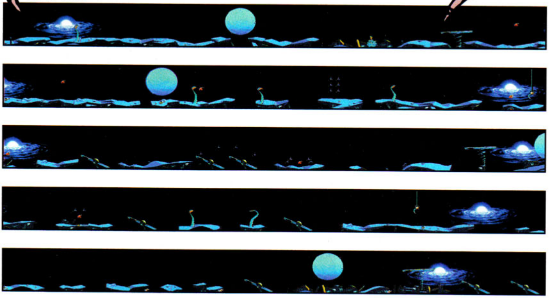
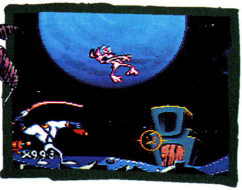
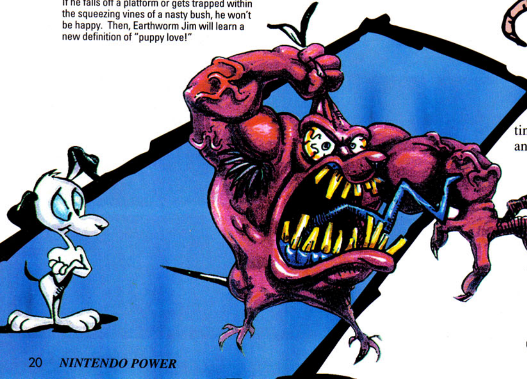


POOPED?

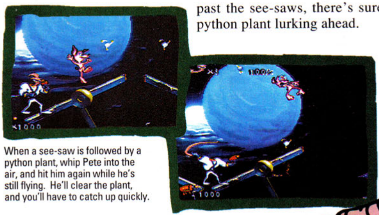
If you and Pete aren't too tired after your adventure, there's more fun after you make it home. You can whip Pete over his house, and continue on to find more ammo, a few 1-Ups, and a castle for Pete!



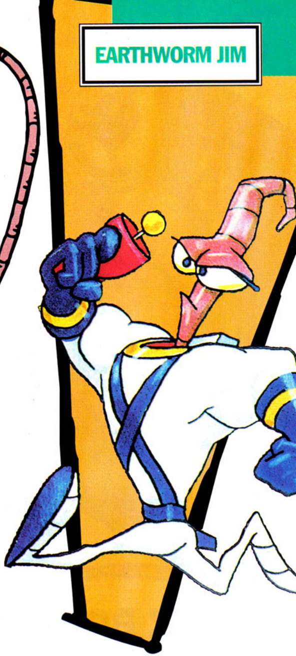


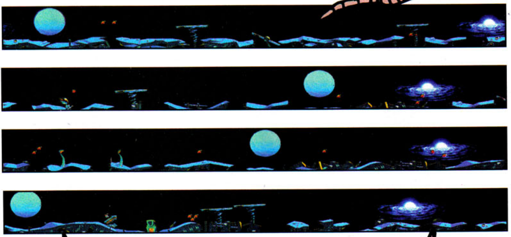
A WHIP TIP

When you come to the see-saw platforms, balance is the key. Tip the see-saw down so Pete can hop on. Keep the platform tipped up, and whip Pete across to level ground. You've got to catch up to him fast, but don't let the see-saws send you the wrong way! And watch what's ahead. Even when you and Pete get past the see-saws, there's sure to be a python plant lurking ahead.



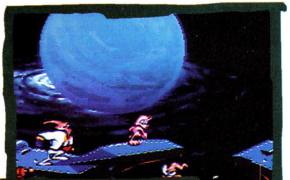
When a see-saw is followed by a python plant, whip Pete into the air, and hit him again while he's still flying. He'll clear the plant, and you'll have to catch up quickly.

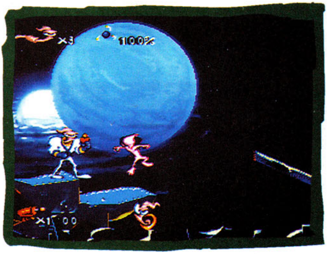


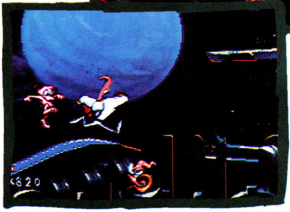


GET A LIFE!

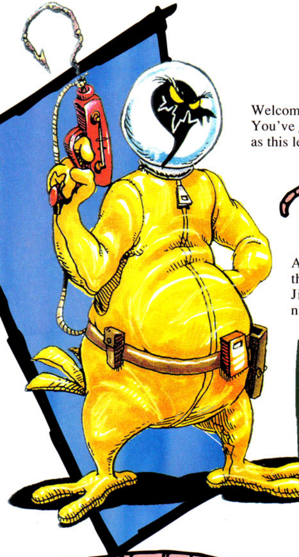
If Earthworm Jim and Pete decide to keep going, there's plenty of prizes to reward their stamina. You'll find an arsenal of extra ammo and 1-Ups hidden under the edge of three platforms. But it won't all be fun. You still have to keep Pete from turning on you, and there's some tough terrain to get through!







Past Pete's house, there are three 1-Ups. Here are their locations. Try hanging from the ledge to pick them up.

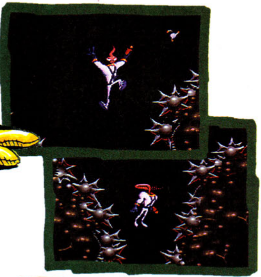


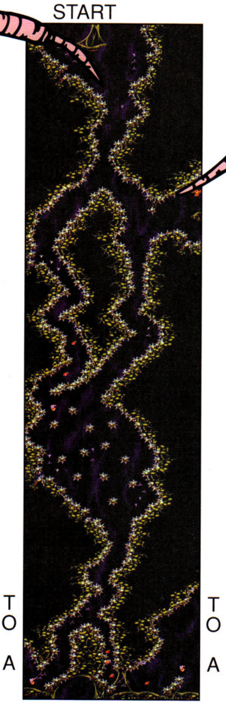
BUTTVILLE

Welcome to the "end" of the game. This is the dark lair of the evil centipede Queen! You've got to defeat her before she hatches an army of mutant centipedes. But as tough as this level is, Jim will have a hard time stopping the "blessed" event!

HELICOPTIN'!

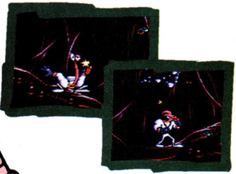
As Jim falls down these spiky tunnels, use the "B" button to get his head spinning. Jim will slow down, and have a much nicer ride to the warp points below.





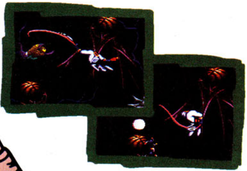
BUZZ BOMBS

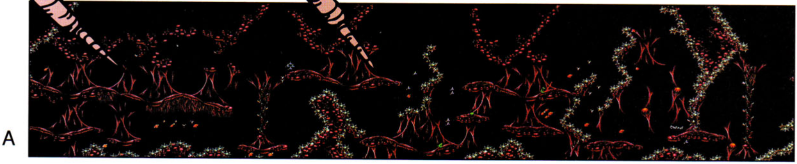
These pesky bugs won't leave Jim alone, and they're tough to shoot. Instead, exterminate 'em at the source and blast away their blue hive.



BUG-IN-A-BOX

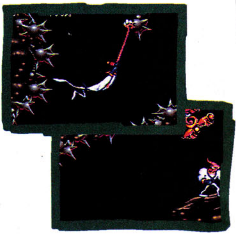
These mini-pedes pinch Jim in two, unless his worm-whip gets them first!





WHIP STOP

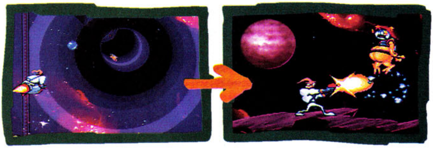
As you're navigating your way down, look for the gleam of a hook, and whip hold of it. You'll land on a platform and find a helpful 1-Up.



You'll find the hook down the right passage. It takes lightning-quick reactions to catch hold of it, so be ready. You'll need the extra life in Buttville!

HAD ENOUGH?

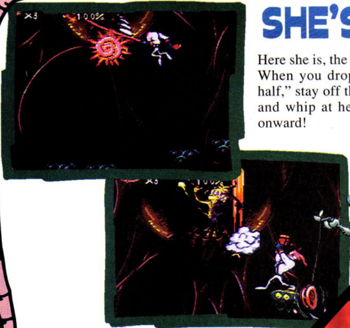
Victory! You've finally beaten the bloated Queen and put an end to her evil quest to rule the universe. But wait, isn't there something, or someone, you're forgetting? That's right—Psy-Crow! The game's not over yet. Though his leader has fallen, he wants a final race with Earthworm Jim. So hunch over your turbo rocket, keep your eyes peeled for those blue balls, and put an end to Psy-Crow's racing days. And once the race is over, he'll come after you one last time with his electric blue hooks to spoil your victory!



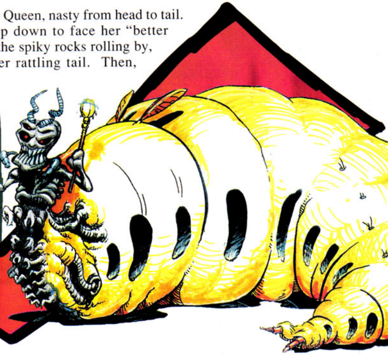
In your previous battles, Psy-Crow has turned to "Pscare-Crow" before you could finish him. But this time, he'll fight to the end. If you can come out ahead, you'll be well rewarded!

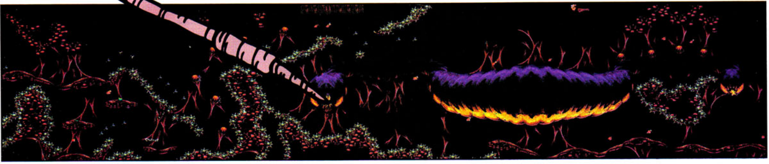
SHE'S THE BOSS

Here she is, the Queen, nasty from head to tail. When you drop down to face her "better half," stay off the spiky rocks rolling by, and whip at her rattling tail. Then, onward!



When you reach her witchy head, stay clear of her charmed snake. Fire away with everything you've got, but don't waste ammo—it takes a LOT to stop her!





ZERO
The KAMIKAZE Squirrel

Copyright 1994
Sunsoft Inc.

Zero, Sunsoft's, new hero is the star of their latest action-adventure release for the Super NES. There's nothing "squirrely" about Zero The Kamikaze Squirrel--the graphics and play control are top-notch. You can't go wrong!

NUNCH

Although its range is limited, the Nunchaku is Zero's most effective weapon, especially against armored invaders. Press Down and B to attack.

ZERO THE HERO

You may remember Zero as the nemesis of Aero the Acrobat. He may be cuddly and cute, but when trouble erupts, this ferocious furball is the first on the scene. Now that he's left the World of Amusement Circus, Zero is called upon to save his forest homeland from the evil axe of Jacques LeSheets. This is no easy task—Zero must make his way by land, sea and air to the final fight at the Paper Mill.

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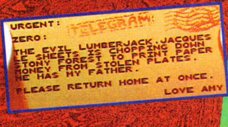
BAD GUY!!

Having stolen some important printing plates, the greedy Jacques LeSheets is now chopping down trees in the forest to make paper. His aim is to print counterfeit money!



URGENT:

TELEGRAM

ZERO:

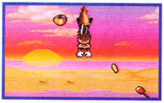
THE EVIL LUMBERJACK.JACQUES
LE SHEETS IS CHOPPING DOWN
STONY FOREST TO PRINT PAPER
MONEY FROM STOLEN PLATES.
HE HAS MY FATHER.

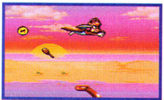
PLEASE RETURN HOME AT ONCE.

LOVE AMY

DIVING . .

Diving is one of Zero's unique abilities. Once you master the skill, you'll find it invaluable. While Zero is falling from a high place, press A and the Directional Pad to control his flight path.





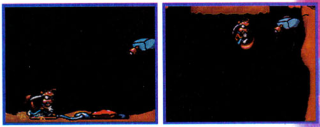
AKU

ZERO'S ABILITIES

As a Kamikaze Squirrel, Zero proves to be much more than your average nut-gatherer. He can perform a wide variety of moves that will be easy for players to execute on the Control Pad.

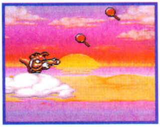
SPINNING

Press B to jump, then B again to send Zero spinning into a devastating Screw Attack. While Zero is tucked into a ball, any enemy in his path will be hit. Be careful, though–as soon as Zero lands on solid ground, he is vulnerable again.



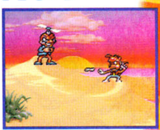
ZERO SCOPE

There are many instances where even a Kamikaze Squirrel could run into trouble. To get an idea of what lies ahead, use the Look function. Hold the A Button and move the Control Pad in the direction towards which you want to sneak a peek.

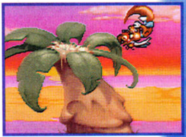


STAR ATTACK

Throwing Stars, or Shurikens, are best used when at a distance from an enemy. Use them wisely, though, as Zero can only hold 40 at a time.



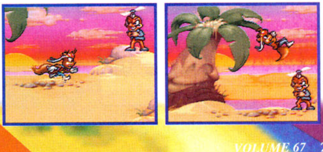
DOUBLE JUMP



Zero's regular jump won't be high enough to reach those tree tops. While in the air, press the Jump Button again for an extra boost. Mastering this technique will become especially helpful in the later stages.

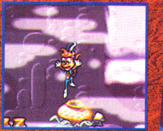
FLIC-FLAC

Use the Flic-Flac technique to take care of enemies who are on a different level from Zero's. When he does it correctly, Zero will Jump and Attack at the same time.



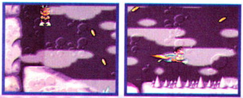
THE CLIFFS

The Cliff Stage is a dark, foggy place. Hazards include slippery green Slime, false platforms and floating Disks. The Mushroom Plants act as a trampoline to help you get to the high areas, but they'll explode if you jump on them too many times.



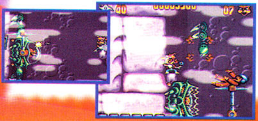
1 DIVE!

From the top of this cliff, Zero must dive straight down, then use the momentum to glide to the right and avoid the Spikes.



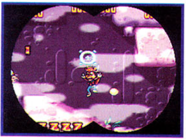
2 MINI-BOSS

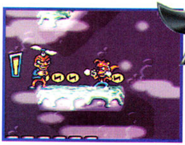
The way to beat the Mini-Boss is to be on the same side as the enemy is and to use the Nunchaku. The Shurikens are not effective, as they bounce off the walls.



3 SHOOTIST

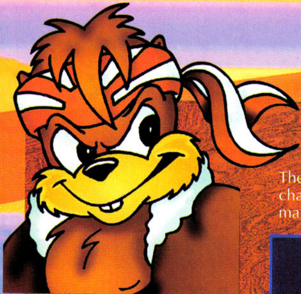
As soon as the binocular view appears, it's time to step quickly! You're the target in someone else's sights, so it's best not to stick around. You can evade the Shootist easily enough.





4 TWIN-MINI BOSS

The Spinning Attack is quite effective on the twin Mini-Bosses, as are the Nunchaku. Watch the meter on each side of the screen to determine how much power each foe has left.

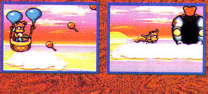


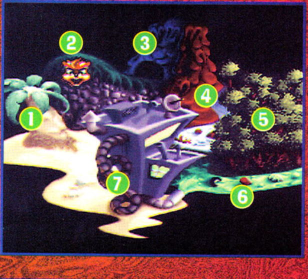
ZERO'S WORLD

There are seven Stages in all, and each contains its own unique challenges. Is Zero Kamikaze enough, and Squirrel enough, to make it to the end?

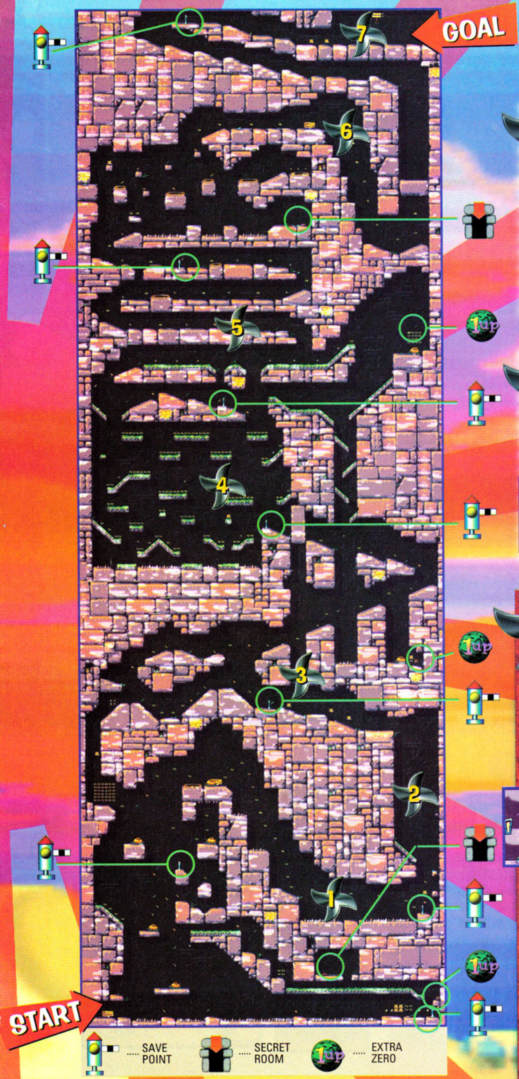
① THE BEACH

In the first Stage, use the Balloon to reach the hidden rooms in the sky. There, you can pick up the extra lives you'll need for the later stages.





- ② THE CLIFFS
- ③ THE MOUNTAIN TUNNELS
- ④ THE RIVER RAPIDS
- ⑤ THE FOREST
- ⑥ THE TOXIC WASTE POOL
- ⑦ THE FACTORY


GOAL
7
6
5
4
3
2
1
START
1up
1up
1up
SAVE POINT
SECRET ROOM
EXTRA ZERO

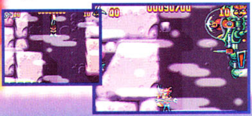
ZERO THE KAMIKAZE SQUIRREL

5 ROBOTS

As soon as these Robots appear from underground, hit them with the Nunchaku. Other attacks are ineffective.

6 DIVE TEST

It's a chance to perfect your Diving! Head straight down, then right and up. A platform will form under you and a robot will appear. Use the Numchaku.

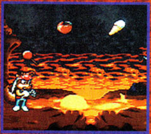


7 BOULDER MEN ROCK HEAVILY

Avoid these rock-heads while they're rolling toward you by jumping over them. As soon as one stops, let him have it with the Nunchaku. Keep an eye on their Life Meters to see how much damage you're inflicting.

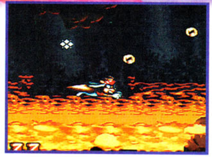
THE MOUNTAIN TUNNELS

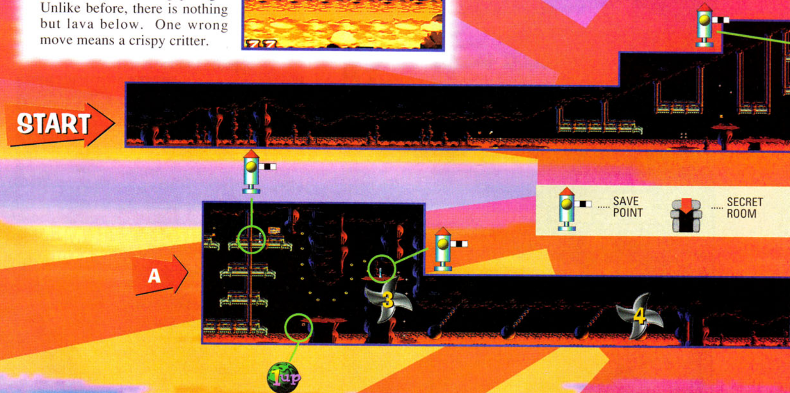
The Cliffs were a cool breeze compared to the blasts of molten magma you'll get in the Mountain Tunnels Stage. Watch for these Lava Pits in your path—one touch and you'll be minus one Zero. Ahead are areas with limted visibility—watch your step!



1 DIVE, DIVE!

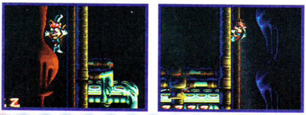
Luckily, there's a Save Point right before you have to take the big plunge. Unlike before, there is nothing but lava below. One wrong move means a crispy critter.





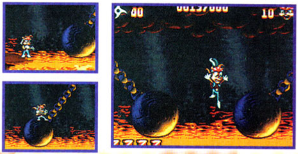
2 SECRET ROOM

The risk getting to the Secret Room may be worth the treasures. From the Save Point, jump left to the next platform, then left again into the dark space. Zero will disappear but land safely on a hidden platform. Continue left from there.



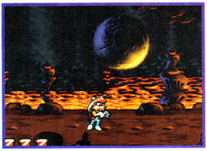
3 IRON SWING

A perfectly executed Dive will land you on top of a swinging Iron Ball. From there, it's merely a matter of jumping from one to the next.



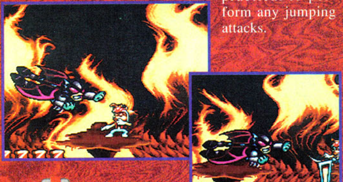
4 SUDDEN DEATH

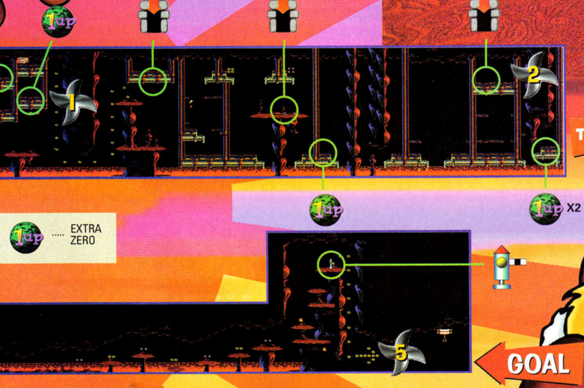
From the dark depths of the shadows will come three Iron Balls without warning. Be quick to avoid them.



5 SKREECH

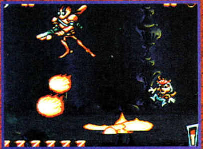
When confronting Skreech, it's best to stay on either the right platform or the left platform, as it is easy to fall from the one in the middle. Skreech will swoop down to each side. As soon as he is within range, hit him repeatedly with the Nunchaku. Shurikens are not effective, nor is it practical to perform any jumping attacks.



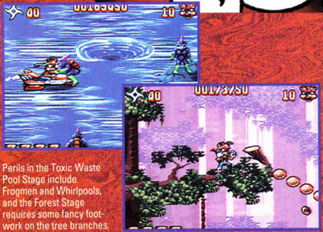


THE ADVENTURE CONTINUES

These first few Stages are just a taste of what's to come. Our hero, Zero, the Kamikaze Squirrel, must face the River Rapids next, then more!



The Mountain Stage Boss drops Napalm Bombs, uses a Flame Thrower and a Gun.



Perils in the Toxic Waste Pool Stage include Frogmen and Whirlpools, and the Forest Stage requires some fancy footwork on the tree branches.

SUPER STAR WARS RETURN OF THE JEDI

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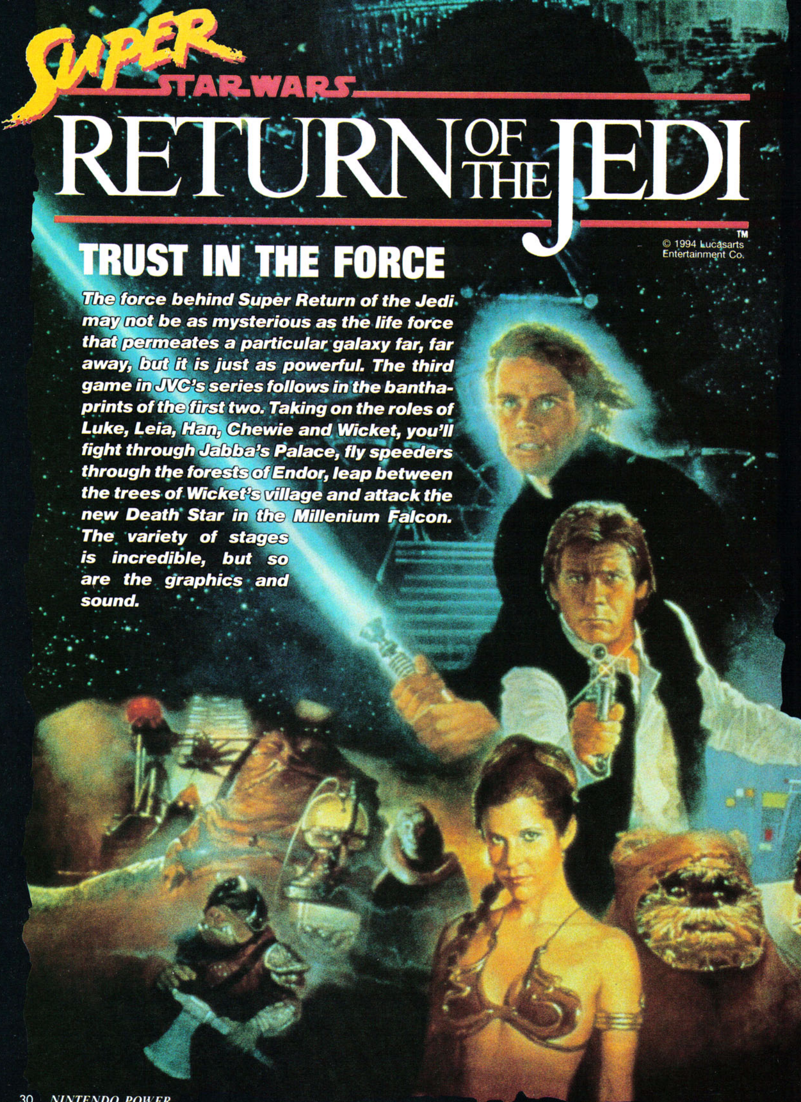
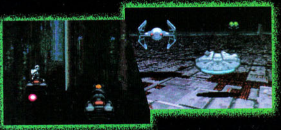
TRUST IN THE FORCE

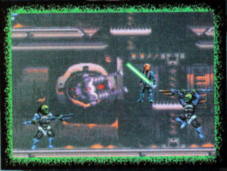
The force behind Super Return of the Jedi may not be as mysterious as the life force that permeates a particular galaxy far, far away, but it is just as powerful. The third game in JVC's series follows in the bantha-prints of the first two. Taking on the roles of Luke, Leia, Han, Chewie and Wicket, you'll fight through Jabba's Palace, fly speeders through the forests of Endor, leap between the trees of Wicket's village and attack the new Death Star in the Millenium Falcon. The variety of stages is incredible, but so are the graphics and sound.

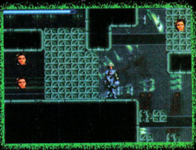


A GALAXY OF A GAME

If you've battled the Empire in either of JVC's two previous Super Star Wars games, you already know that they provide great adventure and challenge. Roughly following the story of the movies, each game takes you through hardcore, side-scrolling action, fast Mode 7 flying and variations of both types of game play. Super Return of the Jedi does all that but also includes more characters and more variety. The challenge remains, but you'll find areas where you don't have to work quite as hard to survive, and where you can load up on 1-Ups, Health Swords and other Power-Ups. Great cinema scenes, a password feature and awesome sound wrap up this gift. What about weaknesses? The most notable problem is that characters tend to bounce after jumping. Controlling them takes patience and precision. The difficulty of the game can also be frustrating at times, but this review will share some secrets that will help even novice rebels win through.





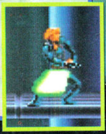


HEROES OF THE REBELLION

Resistance is not useless. These tireless warriors of justice are your means of defeating the Empire. The pre-selected character in each stage may have a special skill making him or her ideal for that area, but sometimes the character is selected because they appeared there in the movie. In most areas, Luke has an easier time of it than his companions. His Force Powers give you a great advantage.

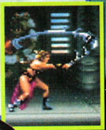
LUKE

Luke must prove himself as a true Jedi by leading the assault against the new Death Star. His Force Powers give him a special edge, but his spinning lightsaber attack is also formidable.



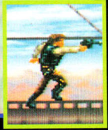
LEIA

Leia appears in many guises in Super Jedi: disguised as a bounty hunter, wrapped in Jabba's flimsy slave clothes, and suited up as a soldier. Her attacks change with each change of costume.



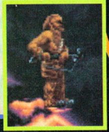
HAN SOLO

Han, once he is dethawed in Jabba's Palace, provides superior blaster power if you choose him. He is always a solid choice, but you can only use him in limited areas.



CHEWIE

Chewie is big and strong, but his special Spin Attack is awesome in close quarter fighting. Make sure you watch the Spin Meter. Each spin depletes the Spin Meter and limits Chewie's spinning.

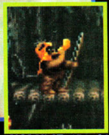


IT'S WITH YOU

When you control Luke, you can use five Force powers: the Saber (boomerang effect) Deflect (blocks shots) Freeze (freezes foes) Vanish (enemies can't see Luke) and Heal (refills Health Sword.)

WICKET

You can only use Wicket once you get to Endor, but he is the perfect hero for fighting in the trees. He shoots little arrows that do an amazing amount of damage.

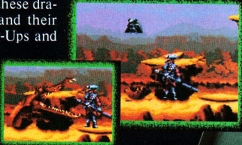


THIS PRINCESS FOR HIRE

To avoid detection, Princess Leia disguises herself as Boussh, a bounty hunter, as she crosses the desert canyons to Jabba's palace. Her main weapon is a pole, but her ability to spin while wielding the pole makes her attack very powerful. This area spreads out both above and below the level where you begin. In certain areas you can find endless 1-Ups and give yourself enough lives to survive anything.

DRAGON'S TREASURE

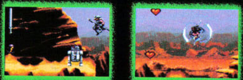
Repeatedly attack these dragon-like enemies and their eggs to win Power-Ups and bonuses galore.



A few swipes of your pole or sword will end this dragon's threat. Collect goodies from the egg.

HIDDEN POWER

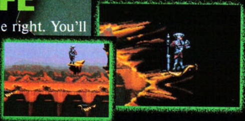
Continue down, then left (see the maps on the back of the poster) to find the R2D2 continue and Power-Ups.

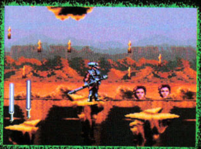


You'll find Speed-Ups, Health Swords and more. Keep going left and down.

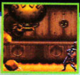
FOUNTAIN OF LIFE

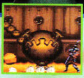
From the second R2D2, head down and to the right. You'll find a 1- Up within fairly easy reach. When you find a flying creature, jump on its back. From it, take a blind jump to the right where you'll land on another creature. Another jump to the right reveals more 1-Ups.



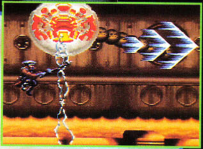


THE GATEKEEPER





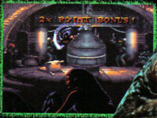
The entrance to Jabba's Palace is guarded by a large machine that pops out of two holes and greets guests with bolts of lightning and a smashing attack. If you're using Leia, you can hit the Gatekeeper as it emerges from either hole, or use your spinning attack when it's not shooting lightning. Luke's lightsaber makes attacking this guardian much easier.



LAST TANGO ON TATOOINE

Jabba's dance hall is filled with unsavory types like bounty hunters and Gamorrean pig guards. It also has lots of Power-Ups. Leia's spinning attack may be the best suited to this area. Keep spinning at all times. Attack the grasping guards from the back.

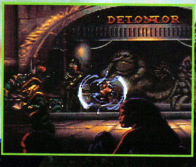
LIGHT IT UP



Use Leia's double spin jump to leap up at the lights when they smash down. You'll find Health Swords to lengthen your life meter. You'll need it to get past the Gamorrean pig guards.

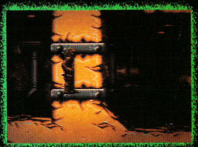
DANCE OF DOOM

Use the spinning attack to get past the dancer and rescue Han from the carbonite freeze. The dancer vanishes, then reappears, firing shots. Spin downward to attack the dancer's back. Luke is the best hero here.



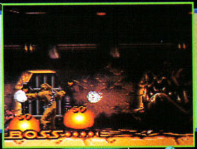
A BIG, HAIRY HELLO

It's time to give a big Wookie hug to Jabba. The interior of his palace is a maze of traps and guards. In a switch from most areas, the guards are less of a threat than the traps. Chewie's blaster gives him an advantage, but his Spin isn't used much until the end. Be sure to shoot the walls and try to walk through them. Also, keep heading right and up.



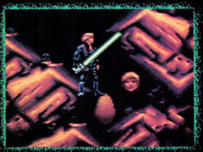
TOAD TROUBLE

Chewie's romp through Jabba's Palace comes to an end when he meets up with the guardian—a giant toad that spits out smaller toads. The smaller toads cough up tons of small hearts when you attack them, which allows you to heal up during the battle. Use Chewie's Spin Attack against them. If you have Luke, use his spinning lightsaber attack to clean up easily. If you win, Luke will come face-to-face with Jabba.



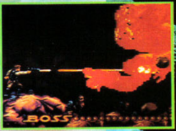
SPANK THE RANCOR

The tunnel leading to the Rancor is filled with toads, pig guards, bat-like creatures and snapping jaws. Look for eggs with bonuses in the dark corners and knock down the obstructions of bone that seem to block the path.



TOO UGLY TO LIVE

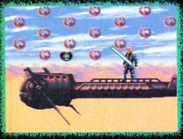
Spanking the Rancor is more easily accomplished with Han or Chewie. After reaching the last R2D2, you can let Luke expire (if you used him to that point), then switch to Han or Chewie. Now just blast the Rancor from a distance. You'll beat the brute without raising a sweat.



LUKE ON THE PLANK

Leaping and spinning between the flying outrider ships, Luke makes his way to the Sail Barge, collecting tons of coins along the way. On the Barge, the going gets tougher. You have to make precise jumps to narrow ledges.

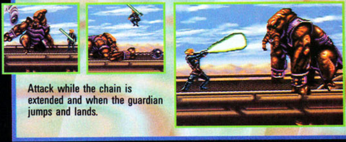
BARGE BONUS



If you're at the top, head to the left and jump to the small ship to collect even more coins and get a 1-Up. On the far right side of the barge you can collect more Power-Ups.

THE BARGE BULLY

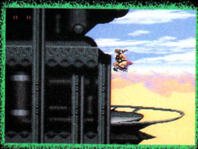
What do you expect when you barge in on Jabba? Jump over the ball and chain and, while it's extended, hit the monster. Also hit him when he jumps.

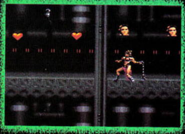


Attack while the chain is extended and when the guardian jumps and lands.

LEIA IN CHAINS

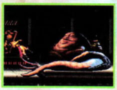
Inside the Sail Barge, Leia has broken free and whips the crew into shape using a length of chain. Her new spin attack is just as powerful as the old. She also has a standing spin move like Chewbacca's. Go up the first elevator and use Leia's super jump to reach an area with two 1-Ups. If you lose a character, return here to collect unlimited 1-Ups.

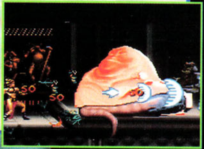




JABBA'S LAST LAUGH

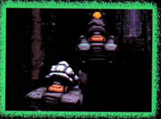
This fat mound of blubber is no match for Leia. Stay left and dodge Jabba's whipping tail. Use the spin jump to take out his little helpers. With Han or Chewie, stay left and blast Jabba. You won't take a hit.

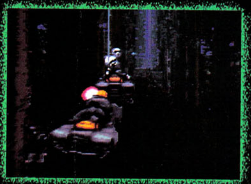




NO SPEED LIMIT ON ENDOR

The newest stage perspective in the game is the speeder chase through the forest of Endor. You'll be flying down a canyon of trees with Imperial Bikers chasing you and dueling with you. Watch for the trees in the path ahead and the horizontal logs that can knock you off your speeder. When an enemy biker moves up to your position, swing away and let him pass, then blast him immediately. Don't let him get too far out ahead. A couple of crashes will total your speeder, so be sure to grab all the hearts you can to keep it working.



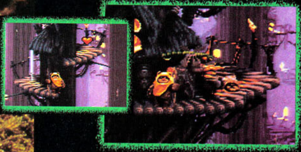


FOREST JUMP

Wicket's treetop home has come under attack by angry creatures and Imperial Bikers. Using the teddy bearish little fellow, you must make your way through the trees and eliminate the head biker.

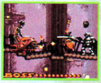
HONE ALONE

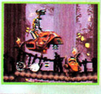
You'll have to hone Wicket's skills because you won't find much help in this area from Power-Ups. Luckily, Wicket is tougher than he looks. His arrows seem to be as powerful as Han's blaster and he can jump just as well as the other characters. Keep spinning and shooting.

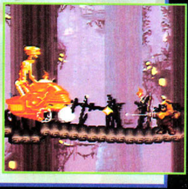


BIKE BLOOPER

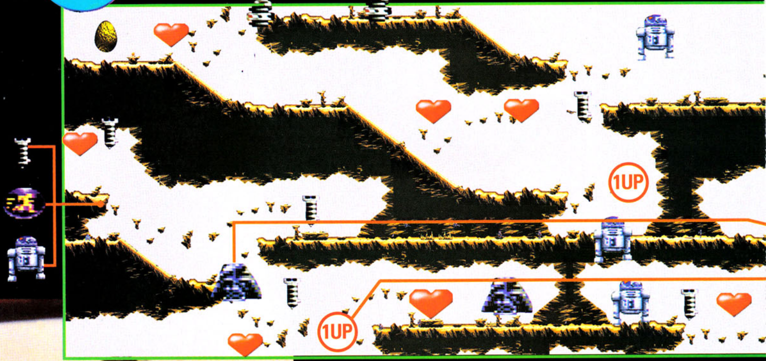
A number of regular Imperial Troopers show up at the end of this stage, but the robot biker is the guardian. Luckily for Wicket, the metal marauder has the intelligence of a coat rack. This will be one of the easier victories in the game. Destroy the regular Troopers first, then fill the air with arrows while the robot flies back and forth. He won't last long.







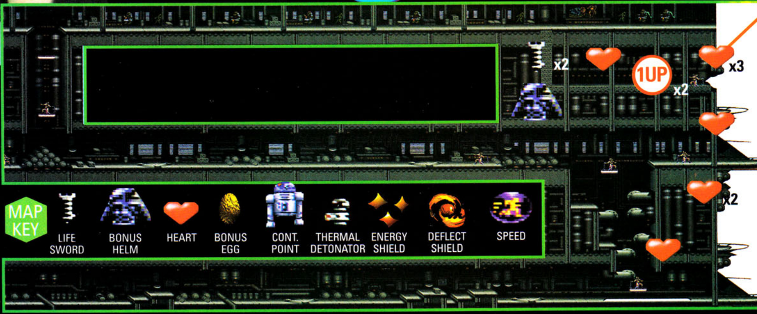
THE DESERT OF TATO



The 1-Up on the lowest ledge is difficult to reach from the left. Go up and around to reach the icon from the right.

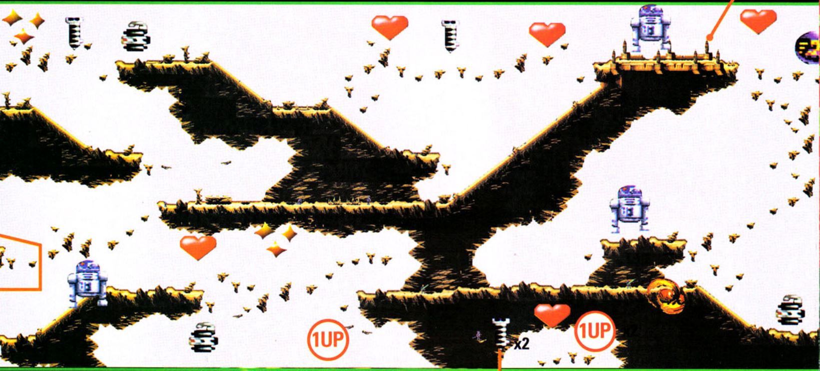
DANCE HA

THE SAND


x2
1UP
x2
x3
x2
MAP KEY
LIFE SWORD
BONUS HELM
HEART
BONUS EGG
CONT. POINT
THERMAL DETONATOR
ENERGY SHIELD
DEFLECT SHIELD
SPEED

OINE

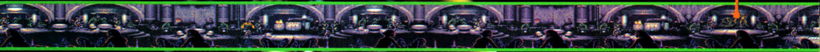
The entrance to Jabba's is protected by laser turrets. Use a jumping spinning attack to destroy them. Just keep spinning back and forth to get the right angle.



For a trove of 1-Ups, go to the lowest le
of the desert, then move to the right. Yo
find an Arion (flying manta ray) flapp

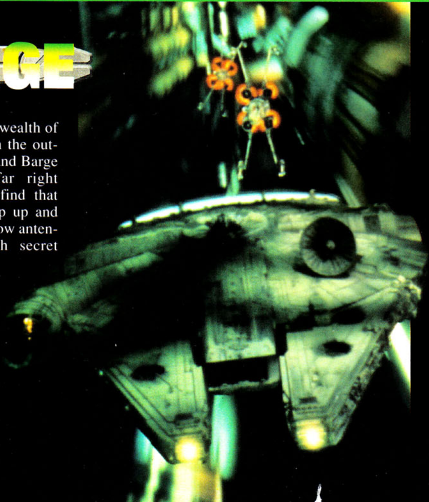
LL

Use a spinning attack ag
ceiling chains to find valuab

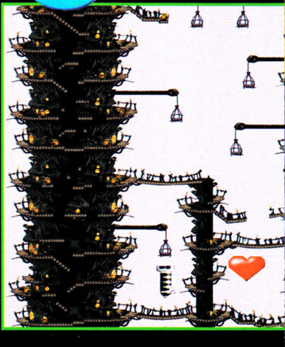


ARGE

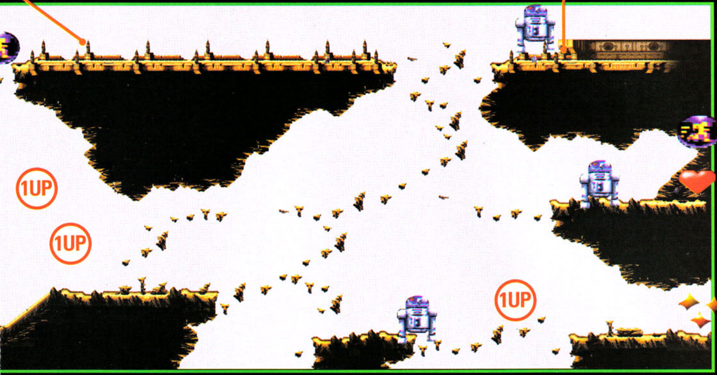
You'll find a wealth of power-ups on the outside of the Sand Barge along the far right side. You'll find that you can jump up and stand on narrow antennae to reach secret areas.



EWO



Many stages have an area just before the guardian where you can stock up on hearts. Hit and blast everything!

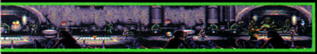


evel
u'll
ing

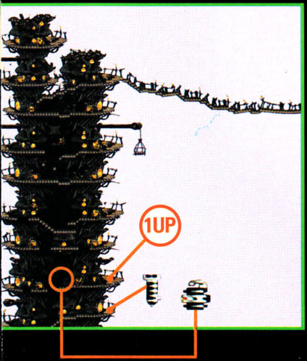
back and forth. Jump onto it, then at the far right, jump right again to another Arion. Jump again to the floating blocks.

ainst the
le power-

ups. You can also use this attack against Jabba's screeching pet.



VILLAGE

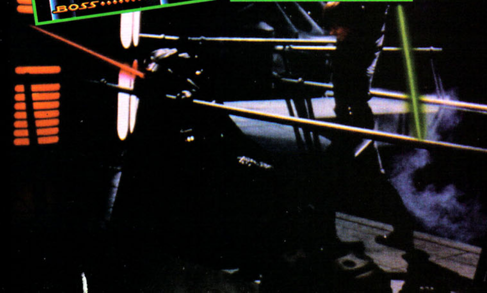


THE DANGER AHEAD

The later stages are even more difficult. Space battles include a run at the Death Star with TIE Fighters blasting at you, and a grueling flight inside the battle station. In the end, you must fight Vader and the Emperor.

LEIA
x06
SCORE
0002900

LUKE
x02
SCORE
0000100
BOSS



MARVEL COMICS
X-MEN
MUTANT APOCALYPSE
Coming Soon To Your Super NES From CAPCOM.

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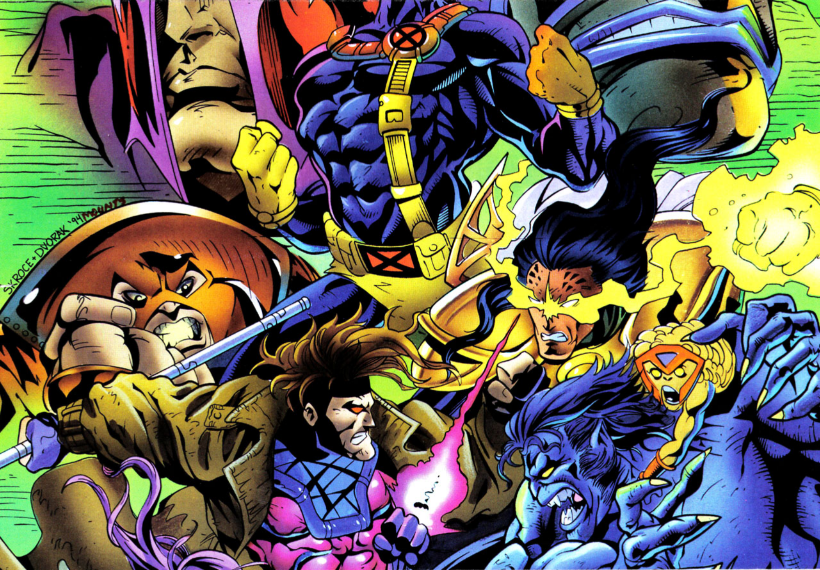
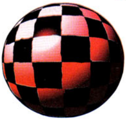

SKROCE + DVORAK '94 MOUNTS

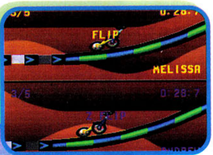
NINTENDO POWER®

UNIRACERS™

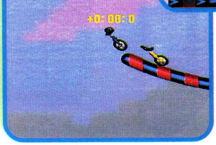
HANG ON FOR A WILD RIDE!



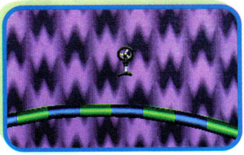
If you're a player who's looking for a game with some speed, then look no further. Uniracers is here, and it's faster than any speeding hedgehog! This is a racing game with an entirely new look. Instead of controlling cars or motorcycles, players direct their favorite unicycles through roller-coaster-like tracks of loops and jumps. The backgrounds are not very complex, but the lack of detail allows for the incredible speed of the Uniracers themselves. Each racer has been fully rendered using ACM (Advanced Compter Modeling) technology, giving them an incredible 3-D look, as well as human-like animation. The many difficulty levels of the tracks will appeal to players of all skill levels.



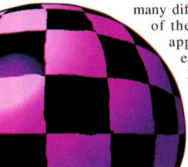
Beat your friends in one-on-one competition or in a league.



The main focus of Uniracers is racing. With over 40 tracks and three different skill levels, the game has enough hot racing to satisfy any die-hard racing fan. If that's not enough, then take on your friends!



Best of all, you can try some of your best boarding moves on the Uniracer Stunt Track!

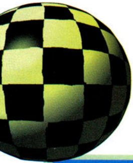


© & TM 1994 Nintendo

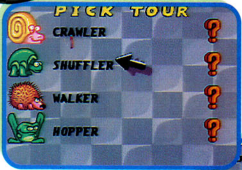
THE WHEEL THING

The graphics are cool, the game is fast and the play control is extremely smooth. The easy levels are well-paced to help you learn the ropes, and the hard levels are great for learning new tricks. After you get the hang of Uniracers, you'll be hooked, just like you were with Super Mario Kart!

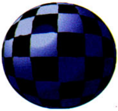
EARN MORE TRACKS

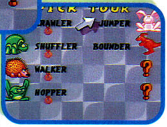


Nothing comes easy in Uniracers. You'll need to work your way up to the tougher tracks in the game. The later tracks are much harder to complete, and they require the skills you'll gain from practicing on the earlier tours. If you can't win a race no matter what you do, you might not be ready to move on yet.

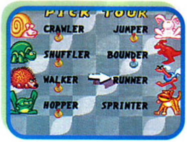

PICK TOUR
CRAWLER
SHUFFLER
WALKER
HOPPER
?
?
?
?

At the start of the game, you'll only have four courses that you can race on. Try to beat Bronsen on all four courses to get the Bronze Medal.




PICK TOUR
CRAWLER
JUMPER
SHUFFLER
BOUNDER
WALKER
?
HOPPER
?

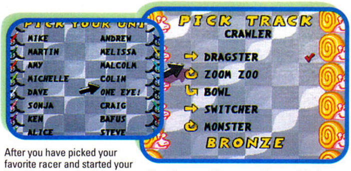
If you succeed in getting Bronze Medals on all four races, two more tracks will be revealed.


PICK TOUR
CRAWLER
JUMPER
SHUFFLER
BOUNDER
WALKER
RUNNER
HOPPER
SPRINTER

If you beat Silva on all six courses, you will have two more courses to race on. What do you suppose happens when you beat Goldwin?

GET THINGS SPINNING

With 16 different racers to choose from, Uniracers has a cycle for everyone. If you don't like the names of the racers, you can change them on the Option Screen.

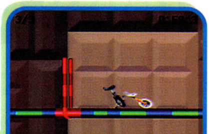

PICK YOUR UNI
MIKE
ANDREW
MARTIN
MELISSA
AMY
MALCOLM
MICHELLE
COLIN
DAVE
ONE EYE!
SONJA
CRAIG
KEN
BAFUS
ALICE
STEVE
PICK TRACK
CRAWLER
DRAGSTER
ZOOM ZOO
BOWL
SWITCHER
MONSTER
BRONZE

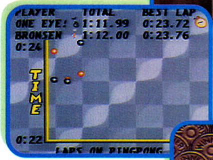
After you have picked your favorite racer and started your favorite tour, don't exit the tour until you've won all the races. If you exit before you get the medal, all your work will be lost.

TRICKS FOR TREATS

After you've lost a race eight or nine times, you might start to realize that there is more to this game than just racing. How does your opponent speed up like that? Why does the other cycle always beat you? Stunts! The more stunts you pull, the faster you go!

Hold the Y Button and press in the direction you want to go while the start timer is counting down. When the timer reaches one, let go for a super fast start.





PLAYER	TOTAL	BEST LAP
ONE EYE!	1:11.99	0:23.72
BRONSEN	1:12.00	0:23.76

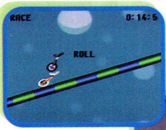
0:24
TIME
0:22
LAPS ON PINGPONG

If you're on a straightaway or a good jump, try to perform a few quick stunts.

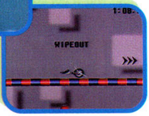
When you land, you'll get a sudden burst of speed. The more stunts you do, the faster you can go.

EYE ON THE ROAD

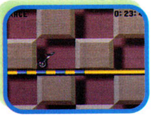
When you're moving at full speed, you have very little time to react to the obstacles in the road. Good Uniracers can be ready for anything, if they keep their eyes on the color of the road. Every color is a signal for what lies ahead on the track.

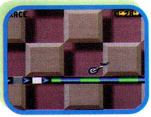


When the track is green and blue, it's cool for you to pull some stunts, so start Rolling!

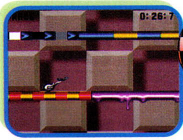


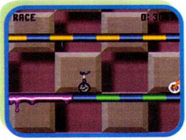
If the track is red, be careful. Sometimes you can get in a quick stunt, but if you miss you're done for!



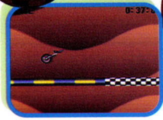


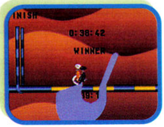
When the track turns gold get ready to jump. If it's solid gold when you jump, you've found a shortcut!





An orange and yellow track signals danger. If you don't jump, you are going to end up in a big puddle of sticky goo!

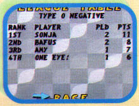




The yellow and blue track means gun it! The finish line is just ahead, so you'd better hurry up.

LEAGUE PLAY

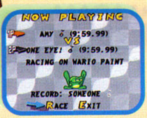
Setting up a league is a good way to test your skills against a group of friends. Each of you can choose your favorite cycle then challenge each other. The points are carried over to the next race, so you can make up lost time later.



TYPE 0 NEGATIVE

RANK	PLAYER	PLD	PTS
1ST	SONJA	2	11
2ND	BAFUS	2	8
3RD	AMY	1	7
4TH	ONE EYE!	1	6

Set up your league, each of you picking your favorite cycle.



NOW PLAYING

1P AMY (9:59.99)

VS

2P ONE EYE! (9:59.99)

RACING ON WARIO PAINT

RECORD: SOMEONE

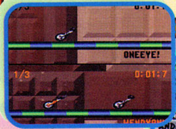
Challenge each other on your favorite course. The best time wins the race, but each player is ranked based on performance.

1:01:86
WINNER
RACE
1:11:1

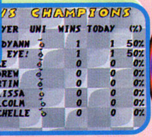
VS. MODE

SPLIT SCREEN ACTION

Playing a two-player game increases both the fun and the challenge. Like a fighting game, Uniracers is most fun when you get to gloat over your friend's pitiful performance. The screen splits when you're racing a friend, so you both can keep an eye on each other. While the split screen shortens your view of the road, you can see what's coming up by watching your opponent's screen when he or she is ahead of you.



The spilt screen lets both players race at different areas of the track without waiting for a slow opponent.



VS CHAMPIONS

YER	UNI	WINS	TODAY	(%)
DYANN		1	1	50%
EYE!		1	1	50%
E		0	0	0%
NDREW		0	0	0%
MARTIN		0	0	0%
MELISSA		0	0	0%
MALCOLM		0	0	0%
MICHELLE		0	0	0%

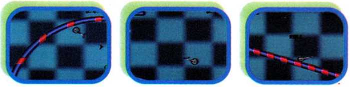
Keep track of all the results so you can see just how badly you've beaten your friends.

TIPS AND STRATEGIES

Beginning Uniracers will have a chance to learn the tricks of the trade on relatively easy tracks. (The maps shown here are simplified computer illustrations. The individual photos depict the actual game.) The tracks you'll race on later in the game will knock the spokes off weak-wheeled cycles, so practice the techniques shown here before moving on to the greater challenges that lie ahead. If you try to skip ahead without preparing yourself, you're likely to end up a pile of rusty spokes, so you'd better start pedaling.

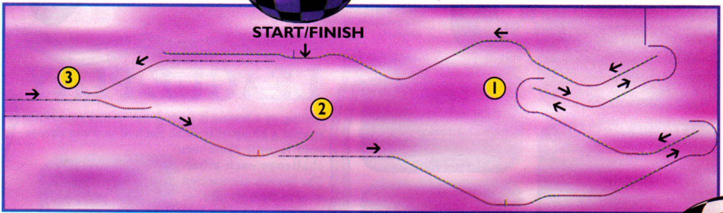
1. CUTBACKS

When you begin, a cutback might be a problem, but with practice it can give you a boost. At the top of the ramp, if you use L or R to rotate toward the ground in the direction you're traveling, you'll get credit for a stunt.



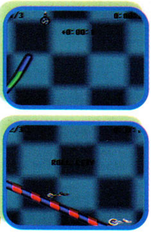
Gain speed before you hit the ramp, then ride it toward the top. When you reach the top, press the L or R Button to rotate in the direction you're traveling. When you land, you'll get credit for the stunt, and you'll pick up speed, as well!

ZOOM ZOO



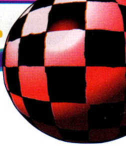
2. AIR SHOW

Make sure that you're at full speed when you hit this ramp. The more speed you've got, the higher you'll go, and the better the tricks you'll be able to pull off. If you hit the ramp right, you should be able to perform any of the City Moves that you want!

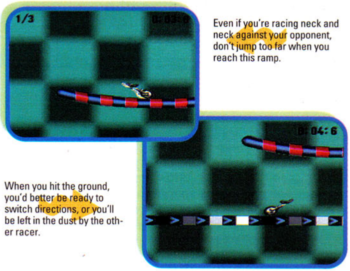


Landing after a City Move can really give a big boost of speed.

3. REFLEX TEST



Be ready to switch directions quickly when you take off from this jump. The track at the bottom will force you towards the right, but if you roll with the track rather than against it, you'll stay ahead.

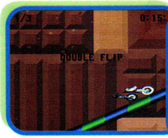


Even if you're racing neck and neck against your opponent, don't jump too far when you reach this ramp.

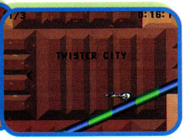
When you hit the ground, you'd better be ready to switch directions, or you'll be left in the dust by the other racer.

4. STUNT COMBOS

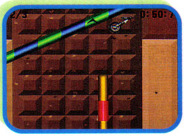
If doing one stunt can earn you a speed boost upon landing, imagine what effect two or more stunts can have. If you perform several stunts, such as Rolls and Twists, in quick succession, you'll be rewarded when you land with a speed boost for each move. The extra boost might just win the race for you.



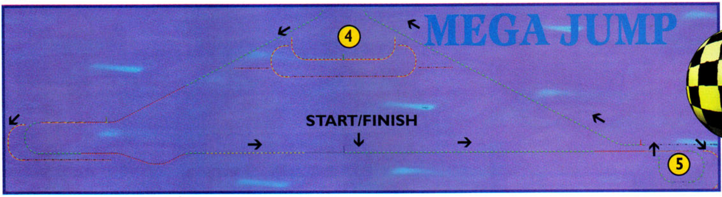
The first trick you pull in a combo will increase your speed, keeping you just ahead of your opponent.



The second trick in your combination should give you enough speed to blow the competition away.

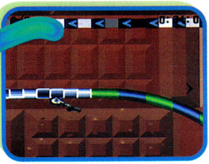


If you catch a lot of air, try to put together a three- or four-move combo. With this kind of speed you're unstoppable!

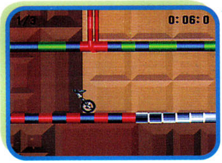


5. TWISTY TIME

When you approach one of these crazy twisty zones, don't jump. If you're not rolling when you hit the zone, you will be shot backwards, slowing down your lap time. After you have entered the zone, be ready to change direction when you reach the bottom of the turn. If you don't change direction, you'll head backwards again!



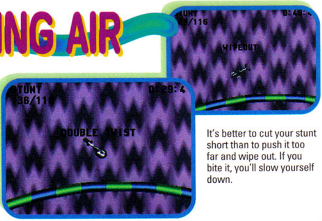
Make sure that you're on the ground before you head into one of the twisty zones. If you roll into the zone, it will pull you through safely.



If you jump before you get to the twisty zone, you'll be shot backwards. It's hard to recover from this kind of mistake.

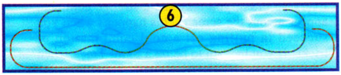
6. CATCHING AIR

One track on each course is a Stunt Track. Your objective is to score points by performing Stunts. Try to vary the moves you do, because each time you do the same trick, you'll get fewer points for it. Catch some air and show off your stuff!



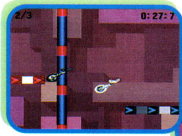
It's better to cut your stunt short than to push it too far and wipe out. If you bite it, you'll slow yourself down.

SKI JUMP

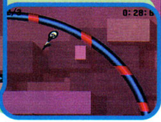


1. YA LOOPED IT!

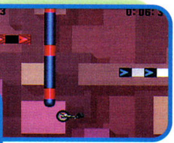
Hitting the Loops wrong when you're on the Ping Pong can really blow the race for you. Whenever you're on a straightaway, use the Jump and Roll maneuver to get some extra speed. The more speed you have when you get to the Loop, the better your chances of making it without a wipeout. When you're in the Loop, don't change direction too quickly or you'll fall!



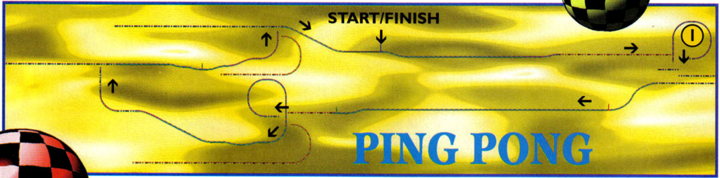
Make sure that you pick up as much speed as possible before you reach the Loop in the track.

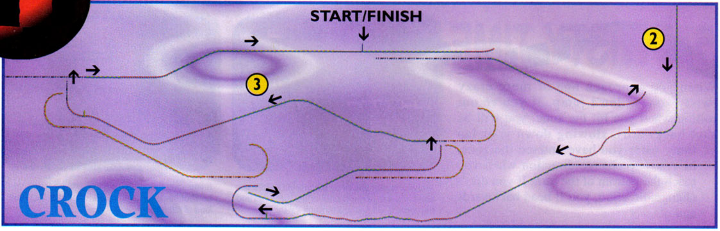


When you get to the top of the Loop, change directions.



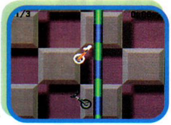
Let yourself fall along the wall to pick up some extra speed, then keep going as fast as you can!



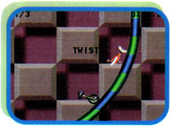


2. WIPE OUT CITY

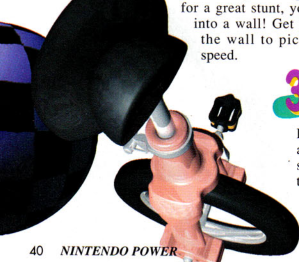
Watch out for the second jump on the Crock Track—it's brutal. Just when you think you are getting enough air for a great stunt, you run smack-dab into a wall! Get your tire towards the wall to pick up some extra speed.



When you take off from the second jump, rotate your wheel so it faces the wall.

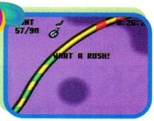


You won't have time for a stunt, but you won't wipe out when you get to the bottom of the ramp.



3. WHAT WAS THAT?

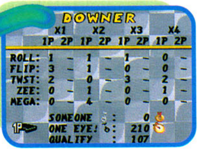
Every so often, you may see a strange comment appear across the screen. This happens when you succeed in pulling off a cool combination of tricks. If you happen to be on a Stunt Track when this happens, try the trick again. Sometimes the combo is worth big points!



When the game thinks you've made a cool move, then you know you must be getting good.

MEGA MOVES

When you are on a Stunt Track, each move is recorded for your final Score. On the Score Screen there are five different moves, each with four different difficulty levels. The Mega Move category covers both the Table Top and the Head Bounce moves, but the other two difficulty levels are still a mystery.



DOWNER

	X1		X2		X3		X4	
	1P	2P	1P	2P	1P	2P	1P	2P
ROLL:	1	–	1	–	1	–	0	–
FLIP:	3	–	1	–	0	–	0	–
TWST:	2	–	0	–	3	–	2	–
ZEE:	0	–	1	–	0	–	1	–
MEGA:	0	–	4	–	0	–	0	–

SOMEONE : 0
1P ONE EYE! : 210
QUALIFY : 107

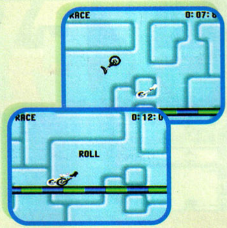
The last two difficulty levels on the Mega Move category are still a mystery. If you find out about them, let us know!

KICKIN' DOWN SOME MOVES

The key to almost every track is to pull the right stunts at the right time. When you are on a Stunt Track, you'll want to use a wide variety of moves to score the most points. While on a Race Track you'll need to use quick stunts to get an extra burst of speed. Practice and learn which moves work best for you!

ROLL

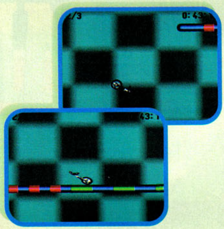
Press L or R to rotate in the same direction that you're traveling to perform a Roll.



You can Roll quickly, so it is a good move to use when you want to speed up on a straightaway. Quickly jump with the B Button, then Roll.

FLIP

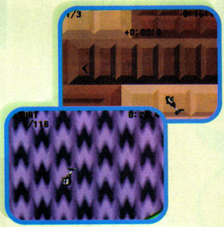
Rotate in the direction opposite to the one you're traveling using the L or R Buttons to perform a Flip.



Make sure that you have a little height before you try a Flip. You need more time to pull a Flip than you do a Roll because your wheel travels farther.

TWIST

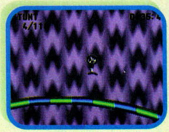
There are two ways to Twist. You can push Left then Right, or you can hold A and either direction.



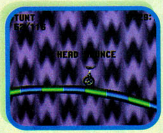
The Twist move is a great way to gain speed when you don't have much hang time—a quick Twist and you're off!

HEAD BOUNCE

While you're standing still, press the B Button to jump straight up, then quickly press the Y Button to flip over onto your Seat.



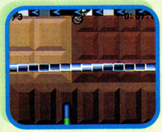
This move is great for adding points to your Stunt Track score, but you should only do it a few times.



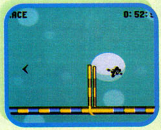
Because you need to stop before you can do the Head Bounce, it isn't much help in the other races.

TABLE TOP

Catch air, tap your Y Button so you do a half Z-Flip, then tap Y again to right yourself. The longer you stay in the Table Top, the more points you earn.



Try using the Table Top move when you reach the top of a ramp. You'll get a boost of speed when you land!



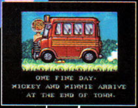
If you're really quick, you can pull a Table Top on a straightaway. Try it instead of a Roll.

THE GREAT CIRCUS MYSTERY

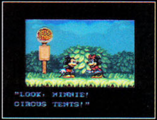
Starring Mickey & Minnie

© 1994 Disney

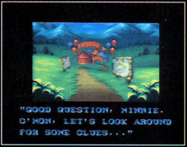
The Great Circus Mystery is aimed at a much younger playing audience than Mickey Mania. Overall, the game is a lot easier. The control is classic Capcom–great. The graphics, while not nearly as nicely-animated as Mickey Mania, are very colorful and fun. A younger player will have a ball with this game.



ONE FINE DAY·
MICKEY AND MINNIE ARRIVE
AT THE END OF TOWN.

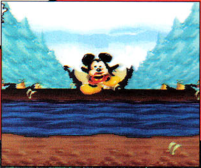


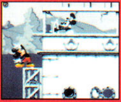
"LOOK, MINNIE!
CIRCUS TENTS!"

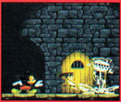


"GOOD QUESTION, MINNIE.
C'MON, LET'S LOOK AROUND
FOR SOME CLUES..."

MICKEY







Sony Imagesoft's Mickey Mania is a more challenging game than The Great Circus Mystery. There's just a lot more going on in the various stages and a lot more variety to the game play. Some players may argue that the hit detection is off–it's too hard. Other gamers will claim that it's right on–it's just a challenging game. Either way, the challenge factor is certainly present. Disney really did a bang-up job with the many frames of animation that are used in this game. All background and character animations are terrific!

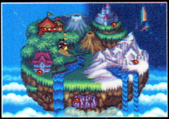
MICKEY MANIA™

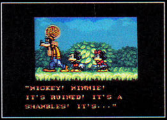
THE TIMELESS ADVENTURES OF MICKEY MOUSE

© 1994 Sony Electronic Publishing Company
© 1994 The Walt Disney Company

NOT THE CIRCUS!

The circus has come to town, but wouldn't you know it, something has gone astray! Just when Mickey and Minnie thought they could relax and have some fun, a fly lands in the ointment. A big fly, indeed! It seems as if the evil Baron Pete has made a strong comeback and his minions have invaded the land.

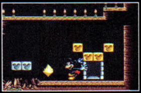




"MICKEY! MINNIE!
IT'S RUINED! IT'S A
SHAMBLES! IT'S..."

The bad news is broken to Mickey and Minnie by a sad and dejected Goofy. It seems that no amount of verbal empathy will snap Goofy out of his stupor, so the duo of Mouse and Mouse set about setting things straight. Well, they're not that brave. They just want to see what's going on.

ROUND TWO

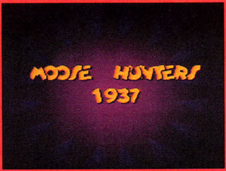


If you played Capcom's first Super NES Mickey game, The Magical Quest, you may be pleased and disappointed. Pleased to know that everything works the same way, but possibly disappointed by the challenge.

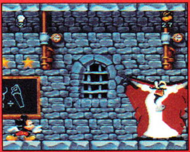
O-RAMA

THROUGH THE YEARS

Beginning with Steamboat Willie, Mickey Mania takes a player through the years of animation that have gone into making Mickey the beloved character that he is. On the negative side, Mickey is looking at his watch for what seems like years at a time. There is a filler sequence between the various areas of the game. Apparently, the "Mickey looking at his watch" animation is supposed to cover up the delay in the access time. It's annoying after a few times.



MOOSE HUNTERS
1937



THE MAKING OF MICKEY MANIA:

PART ONE

When you make a game that looks as good as Mickey Mania, you know that there's a lot of work involved. To produce the incredible animation found in Mickey Mania, Sony Imagesoft enlisted the help of the artists that know Mickey best: those at Disney Studios! After the producers at Disney Software and Sony Imagesoft laid out the plans for Mickey Mania, Disney animators produced over 1,500 original drawings for use in the game.

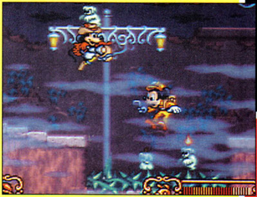
Sony Imagesoft and Disney Software producers discuss plans for "Mickey Mania" title with Disney Software animators.

Disney animators produced more than 1,500 original drawings for Sony Imagesoft's "Mickey Mania."

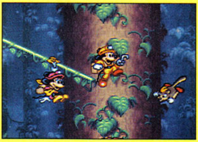
CONTINUED ON PAGE 47...

SIMULTANEOUS MYSTERY

While it was possible to play Mickey's first Super NES game, The Magical Quest, with two players, you had to take turns playing through each level. In The Great Circus Mystery, Mickey can enlist the help of his girlfriend Minnie so two players can play at the same time. The added help of a friend can make beating the bosses much easier. The first player can distract the boss, while the second hits him on the head! All in all, two players are much better than one!



Both Mickey and Minnie Mouse can bounce about the screen as two players team up to take on Pete and company.

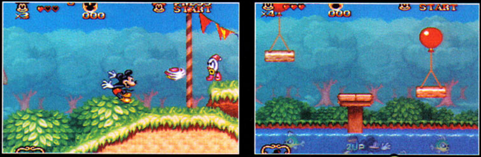


Two players had to take turns in Capcom's first Mickey Mouse game. Simultaneous action makes this game more fun!

CONTINUED ON PAGE 48...

THE HAUNTED CIRCUS

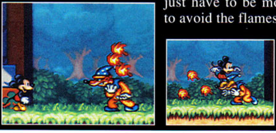
There are a couple of obstacles and a few pesky little critters running around the midway at the circus, but overall, things don't look as if they've gotten too far out of hand. Where is everyone, though?



If you jump on the critters, you can pick them up and toss them at other critters. Swim under the platform in the middle of the balloon section. It's not at all obvious, but there is a 2-Up to be found there!

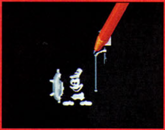
FLAME JUGGLER

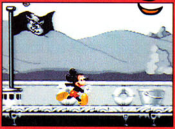
Avoid the Flame Juggler's fire when he tosses it at you by jumping over it and landing on his head. You can also jump on his head as he is walking toward you. You just have to be more careful to avoid the flames.



STEAMBOAT WILLIE

Goin' back to the beginning. The good ol' days. Black and white in all its colorless glory! It's pretty cool how this stage mixes the B&W background elements with a colorful Mickey. Very different and fun.

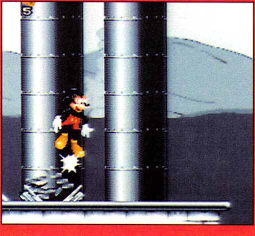




Steamboat Willie hit the screens in 1918. Animation has come a long way since then. This stage merges the past with the present very nicely. Take a stroll along the length of the steamboat.

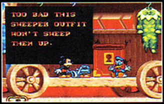
SMASH THE CAT

This game has some interesting ways to find secret and hidden areas. For example, if you jump on the cat on the cabin roof, you will break a hole through the ceiling. The cat can be anywhere on the roof and the same thing will happen. You can then drop down into the cabin to collect some goodies. Exit to the left.



SUCK IT UP

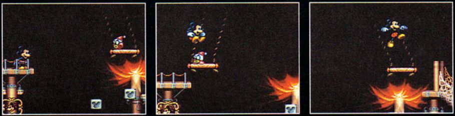
When you come across Donald, he's scrounging around in a big box. He's looking for something but only finds a strange Vacuum Suit. Being the friend that he is, Donald passes the Vacuum Suit along to Mickey. Using it, Mickey can suck some enemies into the vacuum unit and "process" them there. Sometimes, he'll earn Coins for the deed. Try moving items with the suction.


TOO BAD THIS SWEEPER OUTFIT WON'T SWEEP THEM UP.

To change into and out of a suit, press the L or R Button to choose what suit you want to wear and then press the A Button to make the change. The action stops while you change.

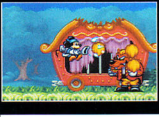
TRAP-EASE

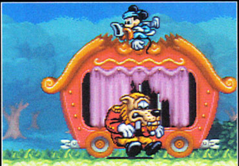
When the trapeze swings toward you, jump up and land on the critter that is stationed there. Swing across to the other side.



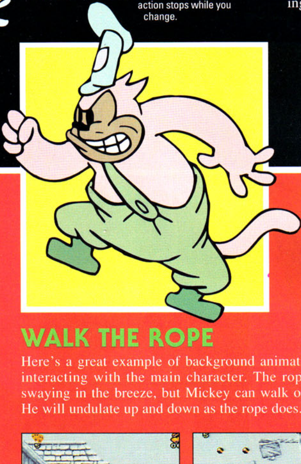
THE MANE EVENT

A lion has become enraged and has broken out of his cart! You can suck up his mane with the Vacuum Suit to cancel one of his attacks, but just concentrate on jumping on his head while avoiding his mane when he sneezes.



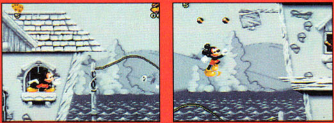


With no mane, the only means of attack the lion has is to jump on you. When he lands, be ready to jump on his head.



WALK THE ROPE

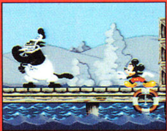
Here's a great example of background animations interacting with the main character. The rope is swaying in the breeze, but Mickey can walk on it. He will undulate up and down as the rope does.

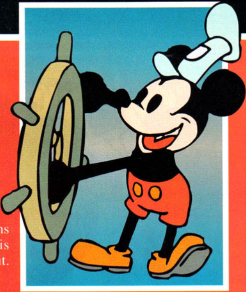


Bounce off the rope to reach a higher level. You can also use the parrots that fly by to give you a much needed boost.

TUB O' LARD

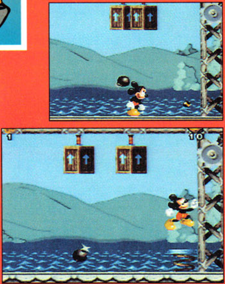
Mickey can't make the jump to the top of the 3-crate stack without some help. He needs to find something soft to bounce from. The big fat cat's belly looks like a good possibility. Jump on his head a few times to knock him out and then bounce off him while he's down.





THE CRANES

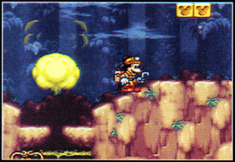
To rescue Steamboat Willie, Mickey must stop the cranes from doing whatever it is they're doing. Take out the four gears. Jump on the lower two. Use the springs to boost you up high enough to throw marbles at the other two. It takes several hits.

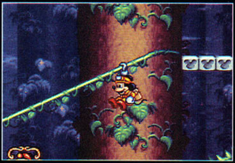


The boxes mostly drop bombs, but now and then a spring will fall from one. Move them into position.

THE JUNGLE

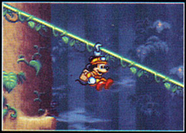
Mickey gets a little help from a newly acquired Safari Suit in The Jungle stage. If you don't use the suit, you won't make it through. But with the suit, it's a breeze. The Safari Suit is fun to use and it's quite useful.





HANG ON!

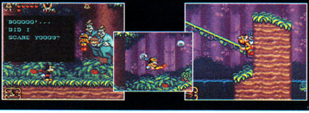
Mickey zooms down diagonal vines with the help of the Safari Suit. He'll hook right on when he's close enough to touch the vine. You can ride it all the way down or jump off.



Mickey has the option here of sliding all the way down the vine or leaping off it onto the platform below. It you leap, you can always get back on.

SAFARI SUIT

Two friendly ghosts offer Mickey a Safari Suit to help him get through The Jungle. Mickey can latch on to various objects, hooks and surfaces in order to pull himself up to a higher level or to avoid danger.



Not only is the Safari Suit good for swinging on hooks, Mickey can use it to climb up walls!

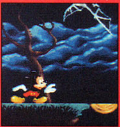
THE MAD DOCTOR

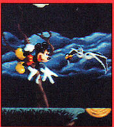
Another oldie cartoon sees Mickey go into the Mad Doctor's lab to duke it out with the overcoated wacko. The goal is to rescue Pluto—not the planet, the dog. There are some pretty tough obstacles to overcome in the lab.

THE MAD DOCTOR
1933

DRIVE ME BATTY

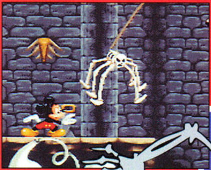
Throw the marbles you've collected at the bats in order to ward them off. It usually takes two hits to send them plunging in a southerly direction.

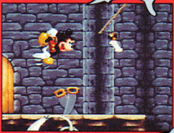


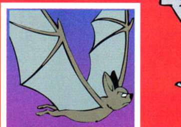


SKELE-SPIDERS

When the spiders swing your way, let them have it with a marble and then hook onto the rope that they were swingin' on to cross the gap.

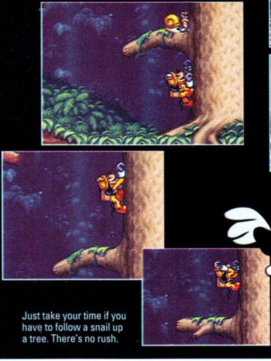






TREE CLIMB

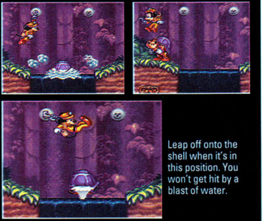
Negotiating the trees while avoiding the spiked snails and flying squirrels is the most difficult part of The Jungle stage. Keep to the tree trunks and leap off onto a hook or branch when you see an opening. Scout the area for squirrels before you make a move.



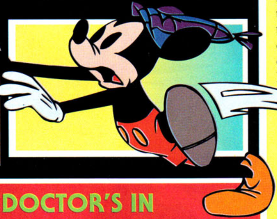
Just take your time if you have to follow a snail up a tree. There's no rush.

KICK SOME SHELL

This turtle follows a fairly strict pattern. Swing on the hooks until he pops his head out and then land on it. Bounce on his shell when he churns water in the middle.

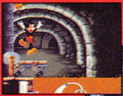


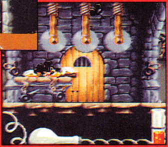
Leap off onto the shell when it's in this position. You won't get hit by a blast of water.

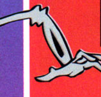


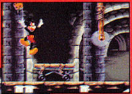
NO JOY RIDE

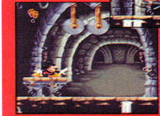
Mickey takes a harrowing gurney ride through a laboratory hallway. Avoid the acid pools and blades by jumping and ducking.







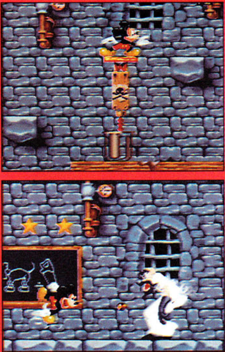




You have to have extremely good timing to make it through this tricky section. If you make one false jump, you're history. Obstacles come up quickly.

DOCTOR'S IN

Mix up and apply heat to a three-part brew to blow open the door to the Doctor's chamber. Jump on the beaker-tossin' doc until he runs out of his own prescription and expires.



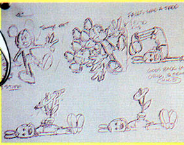
Be sure to pick up the Continue Stars in the Doctor's chamber while battling him. Throw your marbles.

MICKEY-O-RAMA

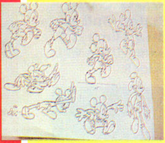
THE MAKING OF MICKEY MANIA:

PART TWO

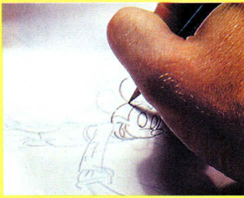
After the final animation cells were finished, each one was individually photographed and input to a computer. These computer images allowed the producers to view the animation on a television screen at an early stage and make any corrections, rather than wait until the game was near completion. As the game itself continued to grow, both teams of producers provided input on the game play and story line of the game.



Disney animators sketched initial pencil drawings of Mickey for use in "Mickey Mania" game.



To give the character more emotion, the artists produced animation of Mickey in various poses.



The original sketches were cleaned up for use in the game.

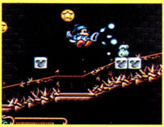
CONCLUDED ON PAGE 51...

THE NEW SUITS!

Those players who remember Mickey's first Super NES adventure will remember the special suits that they found in that game. This time Mickey has three new suits to help him out!

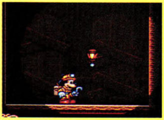
VACUUM SUIT

Mickey's Vacuum Suit gives him the ability to suck up smaller enemies and turn them into coins. It also lets him move things.



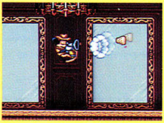
SAFARI SUIT

Use the Safari Suit when you need to climb something, whether it's a wall, a tree or a block.



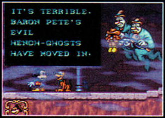
COWBOY SUIT

The Cowboy Suit is the suit of choice if you need to hit your enemies from afar.



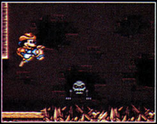
THE HAUNTED HOUSE

The same two ghosts that gave Mickey the Safari Suit at the beginning of The Jungle stage show up in front of their house. It must be pretty bad when a couple of spooks get spooked out of their own home! It's Baron Pete's doing. He wants the house for his own. Actually, he wants everything for his own.

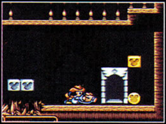


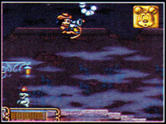
IT'S TERRIBLE.
BARON PETE'S
EVIL
HENCH-GHOSTS
HAVE MOVED IN.

RIDE 'EM, COWBOY!



Mickey saddles up a buckin' bronco when he slaps on the Cowboy Suit. OK, OK, it's just a stick horse, but don't tell the mouse that. This is the long-range attack suit because Mickey is slingin' a piece that would make even Dirty Harry jealous. OK, OK, it's just a pop-gun. Don't tell the mouse.

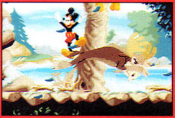




If you hold the B Button down, the horse will hop as high as it can. If you try to time a jump with a single press of the B Button, it may not work so well. Pressing Down will make the horse stop bouncing.

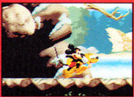
MOOSE HUNTER MICKEY

One of the cool things about Mickey Mania is that the action changes often, especially when compared to The Great Circus Mystery. The challenge factor in certain areas is high—there are lots of "mousetraps" that Mickey encounters. Here, Mickey will be chased by wild moose, but Pluto will alert him when they charge.

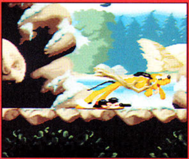


HEADS UP!

Big boulders and limbs will fall as Mickey and Pluto move through this area. Watch out for charging moose, too. Here's the best tip for this stage: use a slow motion controller!

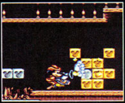


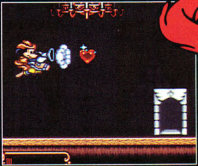
Boulders to the left, tree limbs to the right. You have to proceed with a certain degree of caution.

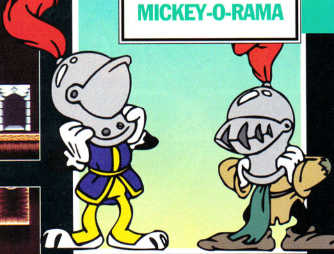


HIDDEN ROOM

The entrances to hidden rooms are always located behind formations of Golden Blocks like these. In this particular room, Mickey will find a Heart Container, a very important item.

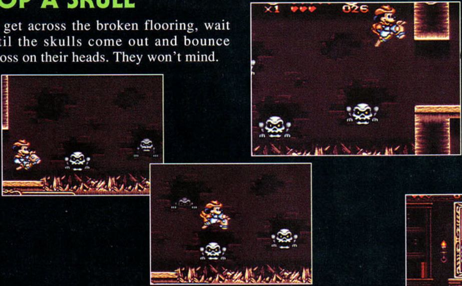






BOP A SKULL

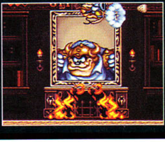
To get across the broken flooring, wait until the skulls come out and bounce across on their heads. They won't mind.



Just keep holding the B Button down to get the most jump height.

PICTURE THIS, PETE!

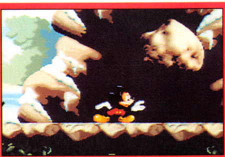
When you come across the painting of Baron Pete, it will come to life and attack! It may send blasts of fire toward you or it may cause the books on the shelves to come to life and fly right at you. Saddle up the Cowboy Suit and blast evil Pete when he sticks his face out.

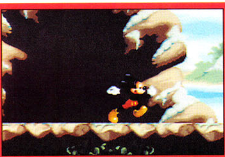


When he breathes fire, jump up and bounce off his head and over to the other side of the room.

ROCK ON

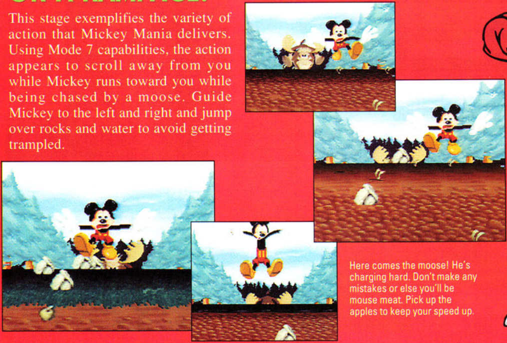
The boulders can enter the screen at any place, but they usually appear toward the right. That's why you have to proceed rather slowly—especially through the areas that have rock formations in the background.



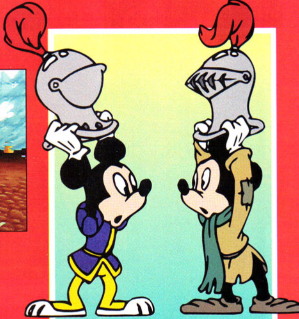


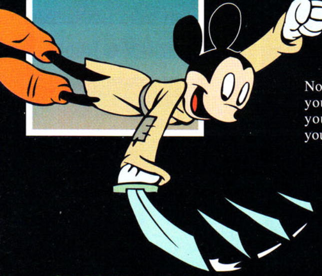
ON A RAMPAGE!

This stage exemplifies the variety of action that Mickey Mania delivers. Using Mode 7 capabilities, the action appears to scroll away from you while Mickey runs toward you while being chased by a moose. Guide Mickey to the left and right and jump over rocks and water to avoid getting trampled.



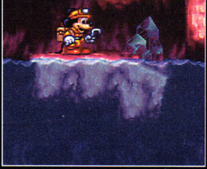
Here comes the moose! He's charging hard. Don't make any mistakes or else you'll be mouse meat. Pick up the apples to keep your speed up.

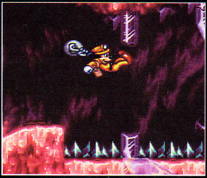


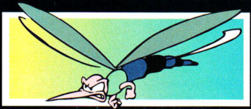


THE CAVES

No matter what suit you're wearing when you make it out of the Haunted House, you'll be wearing the Safari Suit when you enter The Caves. Maybe that's a clue.

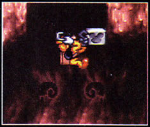


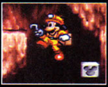


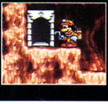


SECRET ROOM

It's odd things like this lone Block to watch out for. Use it to climb up to a hidden door that takes you into a room that holds a 1-Up.

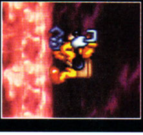


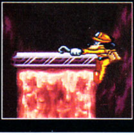




CLIMBER

Instead of jumping on the horizontal ice beams that are created, just climb the walls whenever you can. It's a more direct route to the top of The Cave.

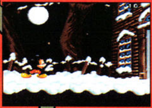


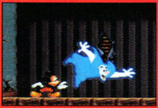


Made it! The climb isn't over yet, Mick. There are more baddie battles ahead.

THE LONESOME GHOSTS

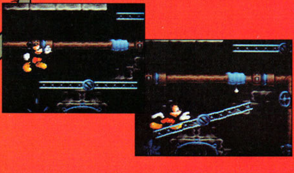
Mickey enters a haunted house and finds Pluto waiting for him there. He doesn't stay with him long because Mickey finds himself knee-deep in trouble when two ghosts begin to harass him. As if the ghosts weren't bad enough, there are more obstacles in the house, like trick stairs.





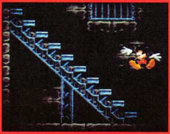
DON'T TEETER

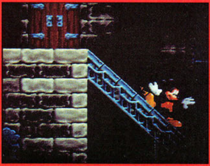
If Mickey stands on this type of platform, it will become unbalanced and he will fall off. Move side to side to stay on.



TRICK STAIRS

This is a classic trap. Just as you're about to reach the top of the stairs, they fall and create a slide. Just keep the B Button pressed to jump up the incline.

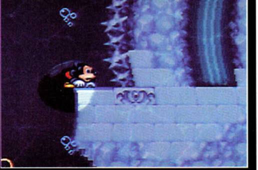


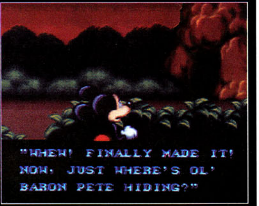


You've seen this one before. You know the stairs are going to fall. Just make sure there isn't a ghost appearing directly behind you when the stairs trip and fall.

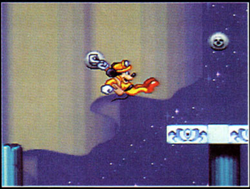
EEK! THAT'S IT?

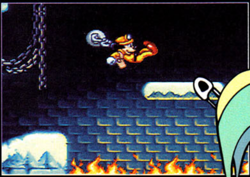
We're not there yet! There's more action up ahead including an underground battle with a huge dinosaur...while you're riding on its back! The Frozen Plains and a giant ice cloud will test your Vacuum Suit's power. Baron Pete shows up, where else, but in his castle at the end of the game. The ensuing skirmish with the world's favorite mouse isn't an easy one.





"WHEW! FINALLY MADE IT! NOW, JUST WHERE'S OL' BARON PETE HIDING?"

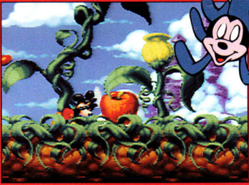


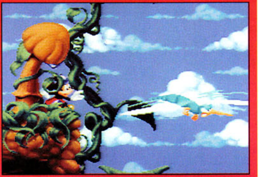


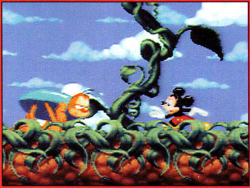
Baron Pete's castle is a trap-filled dwelling of doom. It won't be an easy climb for Mickey. But then again, why should it be?

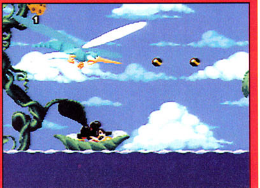
BEYOND THE BEANSTALK

More cool stuff awaits Mickey in the remainder of Mickey Mania. It really is a difficult game to get through—even on the Easy difficulty level. It's a good play for an action game fan. There is a lot of jumping. You have to have fast reflexes...or forget it! The Beanstalk and The Prince & The Pauper are the next two stages.









Mickey & The Beanstalk is a really cool stage to play through. The graphics are fantastic and the fun factor is high. But it certainly doesn't end there!

THE MAKING OF MICKEY MANIA:

THE CONCLUSION

The assistant producers and game testers at Sony Imagesoft provided their in-depth gaming knowledge, spending months scrutinizing every aspect of Mickey Mania. The result of all of their work is a Mickey Mouse game that Sony Imagesoft and Disney are proud to put their names on! Were they successful in creating a great game? Try it, and see for yourself.

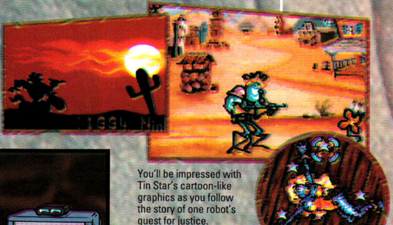
Each individual "Mickey Mania" drawing is photographed and then input to a computer to allow for viewing of "live" animation on a television screen.

Disney Software producer Patrick Gilmore looks over initial game play of "Mickey Mania."

The Walt Disney Company's headquarters in Burbank, California.

THERE'S A NEW SHERIFF IN TOWN

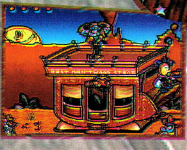
On a hot, dusty day somewhere outside of East Driftwood, the quiet sound of the wind rustling through the tumbleweeds is broken by the creak of a metallic eye squinting into the blazing sun. No, it's not RoboCop it's Tin Star, the new sheriff. The town's depending on him and his sidekick, Mo, to save them from Black Bart and the Snake Oil Gang. So, oil up your Super Scope (and your trigger finger) and get ready for the showdown!



You'll be impressed with Tin Star's cartoon-like graphics as you follow the story of one robot's quest for justice.

TAKE AIM

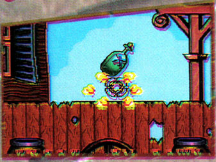
The pinpoint accuracy of the Super NES Super Scope lets Tin Star take aim at Black Bart's band of rustlers and thieves. You can also use a regular Controller and the Super NES Mouse.

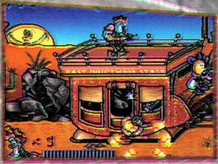


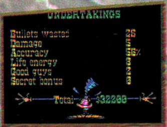
© 1994 Nintendo

Tin Star's first day on the job begins before he even gets to town. He'll have to protect the stagecoach from bandits, break up a bar brawl and stop a herd of stampeding cattle. What a start to the week!

Manic MONDAY

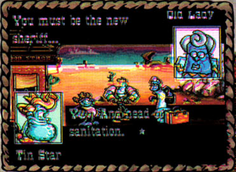

Tin Star's daily target practice can pay off!


Blast away at bandits attacking the stage coach and watch out for springy Joe Twiddly. But be accurate—wasted bullets will cost you!


UNDERTAKINGS

Bullets wasted - 26
Damage 5
Accuracy 56%
Life energy 8
Good guys 2
Secret bonus 0
Total $32200

The undertakings reward good shooting.

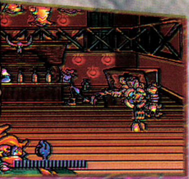

Old Lady

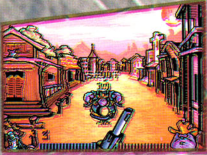
You must be the new sheriff...

Tin Star

You And head of sanitation. *

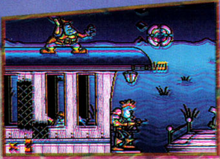
After a rough ride to town, Tin Star has some trouble with a not-so-kindly old lady. A tussle over her bag knocks Tin Star into Tiny Johnson's prized geranium. He won't be happy about that!

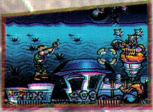

Be careful who you shoot in this saloon brawl.

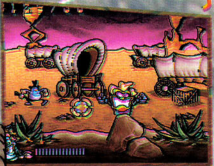

Monday ends with a shoot-out against that peeved potter, Tiny Johnson. Shoot the revolver when it appears, then blast him in his metal belly!

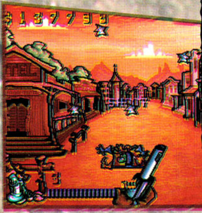
And you thought Monday was bad! The train's comin' to town, and the Bad Oil Gang wants to make it their own private railroad Stop them from capturing the train and the mayor's caviar!

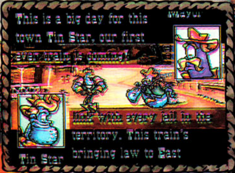
Terrible TUESDAY


If you have time between attacks, shoot at the distant mesas for a quick thousand points.


Blast Black Bart's sooty bubbles.


The Snake Oil Gang has circled its wagons! They'll ambush you from high and low, so keep your steely eyes peeled.


A gunfight with Snake Oil himself! He's faster and skinnier than Tiny, so you have to be quick on the draw and a straight shooter to get him.

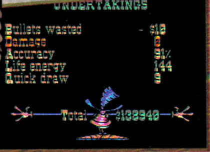

Mayor

This is a big day for this town Tin Star, our first ever train is coming!

Tin Star

link with every jail in the territory. This train's bringing law to East

The train's a-comin' to town! But where there's a train, there are train robbers. If East Driftwood stands a chance of making a law-abiding town out of itself, the train must get through!

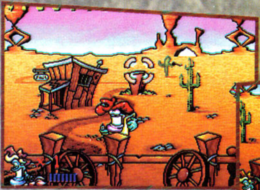

UNDERTAKINGS

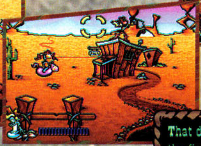
Bullets wasted - $18
Damage 0
Accuracy 91%
Life energy 144
Quick draw 9
Total $132940

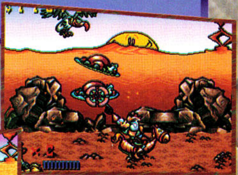
After a gun battle, Undertakings give you a big reward—if you're fast on the draw!

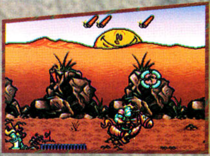
Wild WEDNESDAY

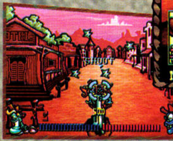
Snake Oil's behind bars, so Tin Star can finally relax. Guess again, rivet-chin! Snake's gang is planning a jailbreak. Foil the plans, then beat it back to town for another showdown!


You'll get blasted by nearby fence walkers and far off cacti, so keep your sight moving at all times.

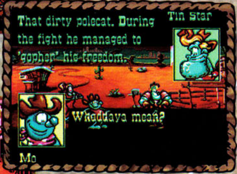

Keep these mad bombers off the jail roof and watch for the bombs horsin' around the back way.


After you've finished defending the jail, you and your steely steed, Aluminum, ride off across the vulture-infested desert and back to town.


Hope you've done your target practice, pilgrim. Fending off four sticks of TNT ain't easy!



Tiny's skinny brother, Bugsy, wants revenge! Watch out for his quick draw.


Tin Star

That dirty polecat. During the fight he managed to 'gopher' his freedom.

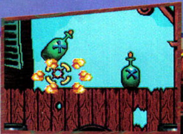
Mo

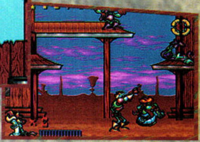
Whaddaya mean?

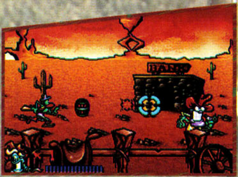
After all the trouble you had foiling the jail-break, that sneaky Snake Oil dug himself out! You can be sure you'll be seeing more of him and his gang of rusty desperadoes soon!

Tragic THURSDAY

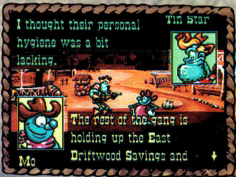
Tin Star barely has time for his weekly bath before trouble starts again. Snake Oil's clan is in town disguised as women. They're aimin' to rob the Savings and Loan!


Just when you thought you had this bottle shootin' thing licked, suddenly you've got two bottles to juggle—but for twice the cash, and maybe a bonus!


After finding a loophole in the Good Guy Rule Book, Tin Star has no qualms blastin' these tin Lizzies.



You thought Snake Oil's men hit the jail hard. They must like money more than they like Snake!

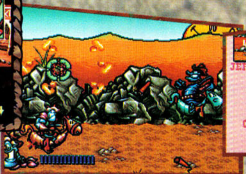

Tin Star

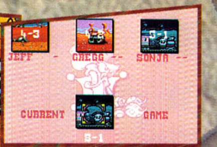
I thought their personal hygiene was a bit lacking.

Mo

The rest of the gang is holding up the East Driftwood Savings and

After running those rabble-rousing "ladies" out of town, Tin Star realizes it was a diversion. The rest of the gang is storming the bank! This battle will truly test Tin Star's metal!

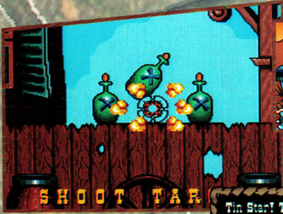

Tin Star's ride to the bank could put a few holes in his plan to stop the robbery, if he is not careful.



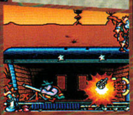
Some days being sheriff is tough, but save wisely. You'll need big bucks to make it through the week.

There's one thing about Black Bart—he doesn't give up. He and his Bad Oil Gang have cooked up another scheme to rob the train. And if you can stop them once again, Snake Oil himself will be waiting to face you in the toughest showdown yet!

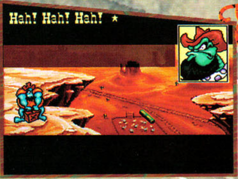
Freaky FRIDAY



Is Tin Star fast enough to handle three bottles? You'll need the extra money soon!

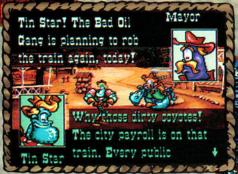


Two rapid-fire Gatlin guns could give Tin Star some trouble.



Hah! Hah! Hah! ★

Black Bart blew the train off its tracks and right into a cow pasture. Stampede!



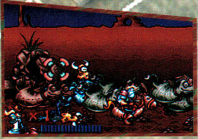
Tin Star! The Bad Oil Gang is planning to rob the train again, today!

Mayor

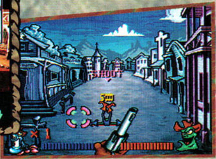
Why those dirty coyotes! The city payroll is on that train. Every public

Tin Star

Tin Star has a personal stake in this mission. The train's carrying the city payroll, and if Black Bart's gang gets its greasy paws on it, Tin Star won't get paid for all his hard work.



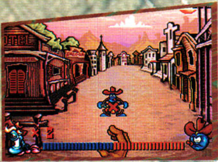
Tin Star has to fend off the rustlers and corral the herd before they reach town!



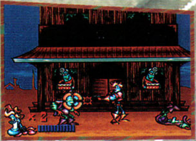
Showdown with Snake Oil! His slithery frame makes him tough to hit, so aim carefully.

Sad SATURDAY

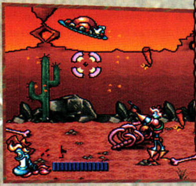
Apparently, sheriffs don't get weekends off. A sinister scheme of Black Bart's turns the whole town against our hero, and Tin Star must fight those he's sworn to protect to clear his name.



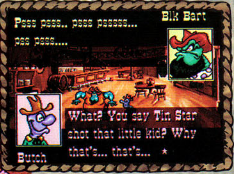
There's no loophole in the "Don't shoot children" law, even if they're packin'.



The rumors that Black Bart spreads about Tin Star stir the townfolk into a frenzy!



After escaping town, Tin Star can take target practice on a few vultures and some sticks of TNT as he decides what to do next.



Psss psss.. psss psssss... pss psss....

Blk Bart

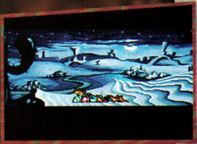
What? You say Tin Star shot that little kid? Why that's... that's... ★

Butch

It was a setup! After the duel, Black Bart hid the boy away and told the town that Tin Star shot him. With that, the mayor made Black Bart sheriff and sicked the town on our fallen champion.

THE FINAL DAY

Banished! Tin Star has to spend Saturday night hogtied in the chill of the dark desert. If his battery doesn't run down, he'll head back to town Sunday and exact his revenge!



Is Black Bart Tin Star's final showdown? And what of the fair Maria?

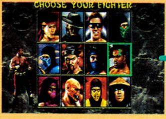
CLASSIFIED INFORMATION

MORTAL KOMBAT II

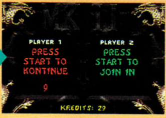
FROM AGENT #841

Kredits Code

After last month's special Classified Information section on Mortal Kombat II, you would think that there is nothing left to learn. Guess what? We found even more codes for this awesome game! Having trouble beating the game without using last month's Damage Code? Try using the Kredits Code instead. When you are on the Character Select Screen, quickly press Left, Up, Right, Down, Left and Select. If you enter the code correctly, you'll have 30 extra Kredits to help you finish the game!


CHOOSE YOUR FIGHTER

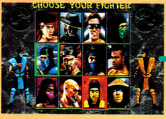
On the Character Select Screen, quickly press Left, Up, Right, Down, Left and Select.


PLAYER 1
PRESS START TO KONTINUE
9
PLAYER 2
PRESS START TO JOIN IN
KREDITS: 29

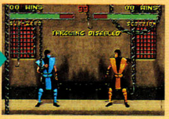
When the game starts up, you'll have 30 Kredits to help you finish the game!

Throw No Mo'

If you feel like keeping your match at an all-out fist fight, then try this trick in a two-player game. After you have each chosen your character, hold Down and High Punch on both Controllers. If you continue to hold the buttons until the match begins, the throws will be disabled for the duration of the fight.


CHOOSE YOUR FIGHTER

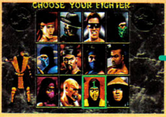
After choosing your characters in a two-player game, hold Down and High Punch on both Controllers.


00 WINS
99
00 WINS
SUB-ZERO
SCORPION
THROWING DISABLED

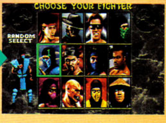
Continue to hold the buttons until the match begins, and all of the throws will be disabled.

Random Select

When you are choosing your fighter, hold Up, then press Start to make the computer randomly select the fighter you will use in the next fight. You can use this code in either the one or two-player mode if you want to add a little challenge to your match.


CHOOSE YOUR FIGHTER

Instead of choosing a character on the Character Select Screen, hold Up and press Start.


CHOOSE YOUR FIGHTER
RANDOM SELECT

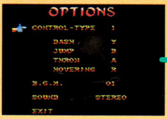
The computer will randomly select a character for you to use in the next match.

Disney's Aladdin

FROM AGENT #201

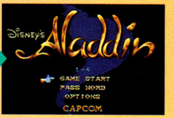
Stage Select

If you are having trouble getting past any of the stages in Disney's Aladdin, then this code is for you! Before you begin the game, go to the Option Screen and quickly press L, R, Start, Select, X, Y, A and B on Controller II. If you enter the code correctly, you will hear a faint chime. When you return to the Main Menu, a stage number should appear over the Start Option. By holding L and R on Controller I, you can change the stage number with the Control Pad.



OPTIONS
CONTROL-TYPE 1
DASH Y
JUMP B
THROW A
HOVERING X
B.G.M. 01
SOUND STEREO
EXIT

On the Option Screen, press L, R, Start, Select, X, Y, A and B on Controller II.


Disney's Aladdin
1-4
GAME START
PASS WORD
OPTIONS
CAPCOM

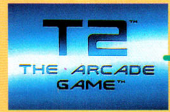
Hold L and R on Controller I, then change the stage number with the Control Pad.

T2
THE ARCADE GAME

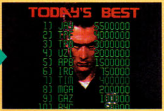
FROM AGENT #333

Stage Skip

You may find this code tricky to enter, but if you succeed, you'll have little trouble finishing the game. When the Title Screen appears, press Left, Up, Right, Up, Left, Left, Left, Right, Down and Down before the High Score Screen appears. On the High Score Screen press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right and Up. When you hear a second boom, you can begin a new game and start playing. While you're playing, press L to skip to the end of any stage.


T2
THE ARCADE GAME

Enter the first part of the code while you are on the Title Screen.


TODAY'S BEST

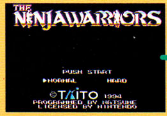
Enter the second part of the code while you are on the High Score Screen.

THE NINJAWARRIORS

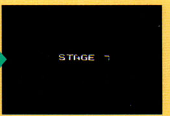
FROM AGENT #956

Stage Select

The toughest part of Ninja Warriors is getting to the Boss in one piece, but this code should help solve that problem. On the Title Screen, after "Press Start" appears, hold the X and Y Buttons, then press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B. After entering the code, you will automatically go to a Stage Select Screen. Choose any stage and press the Start Button to begin playing.


THE NINJAWARRIORS
PUSH START
NORMAL
HARD
©TAITO 1994
PROGRAMMED BY NATSUME
LICENSED BY NINTENDO

On the Title Screen, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B.



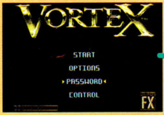
When the Stage Select appears, choose your favorite stage, then press Start.

FROM AGENT #881

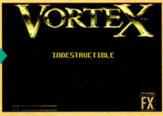
Bonus Passwords

If you're having trouble getting used to the 3-D world of Vortex, your game might be over really quickly. Entering any of these secret passwords will help improve your chances of survival. When you first turn on the game, select the Password Option then press the Start Button. Enter the five digit password of your choice then press the Start Button again. If you entered the password correctly, the screen will flash a message saying that the code is activated. When you return to the Main Menu, you can either begin playing or return to the password screen and enter additional passwords.

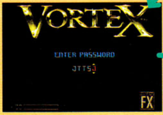
Infinite Lives- JTTSJ
Level Select- CTGXF
Indestructible- HVZSM
Infinite Ammo- WSVTQ


VORTEX
START
OPTIONS
PASSWORD
CONTROL
FX

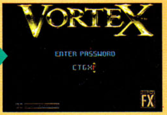
Before you begin a new game, select the Password Option.


VORTEX
INDESTRUCTIBLE
FX

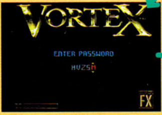
Enter any of the special passwords if you need a little help.


VORTEX
ENTER PASSWORD
JTTSJ
FX

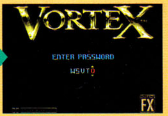
The password JTTSJ will give unlimited lives.


VORTEX
ENTER PASSWORD
CTGXF
FX

Use password CTGXF to skip to your favorite stage.


VORTEX
ENTER PASSWORD
HVZSM
FX

The password HVZSM will make you impervious to enemy attacks.


VORTEX
ENTER PASSWORD
WSVTQ
FX

After you enter WSVTQ as your password, your ammo will be inexhaustible.

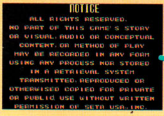
CLASSIFIED INFORMATION

F1 ROC II
RACE OF CHAMPIONS™

■ FROM AGENT #499

Track Select

Agent #499 has discovered a bunch of codes for the new racing game, F-1 ROC II, by Seta. When you first turn on the game, there is a Notice Screen that appears for a very short duration. To use the Track Select Code, press A four times, then B 14 times on Controller II before this screen fades! When beginning an F-1 race in the Grand Prix Mode, go to the Course Option, then press Up or Down to change tracks. If you can't get the code to work, try using a controller with a turbo option.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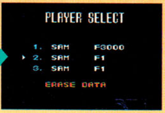
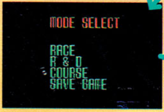
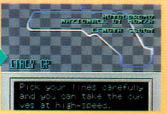
At the Notice Screen, press A four times and B 14 times on Controller II.



Select any Save File that has made it to the F-1 racing class.



Select the Course Option, then press the Start Button.

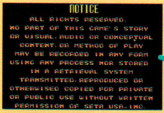


Pick your lines carefully and you can take the curves at high-speed.

Press Up or Down on Controller I to choose your favorite track.

Time Attack Mode

If you want to add an additional challenge to your racing, try your hand at the Time Attack Mode. When the Notice Screen appears, use Controller II to quickly press Up, X, Right, Y, Down, B, Left, A and A before the screen fades. In the Time Attack Mode you must finish your favorite race before the timer elapses.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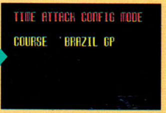
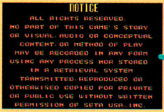
When the Notice Screen appears, press Up, X, Right, Y, Down, B, Left, A and A on Controller II.


TIME ATTACK CONFIG MODE
COURSE BRAZIL GP

Use the Time Attack Mode to improve your driving skills on the F1 circuit.

Special Game 1

Every good driver needs a break, so why don't you give this code a try! When the Notice Screen appears, press X four times and Y twice on Controller II. Instead of a racing game, you can play a multi-player action game in which you destroy blocks. It doesn't change the normal game in any way, but it's a cool trick.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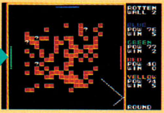
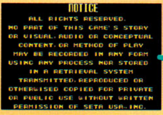
At the Notice Screen, press X four times and Y twice on Controller II.



You can take a rest from the driving and play a different kind of game.

Special Game 2

You can find a second secret game that will allow you to challenge a friend in a strange hybrid of a Space Invaders-like game and a Pong-like game. When the Notice Screen appears, press Y four times and X twice on Controller II. Once again, this game doesn't change the normal game in anyway, but it's a fun diversion.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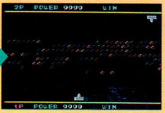
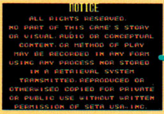
When the Notice Screen appears, press Y four times and X twice on Controller II.



Destroy your opponent three times to win this secret game.

Sound Test

Do you want to check out all of the sounds that they used in the game? Then try this code to find the secret Sound Test. When the Notice Screen appears, quickly press L, R, L, R, L, R, L, R, L, R and R on Controller II. When the Sound Test appears, you can change the music with Controller I.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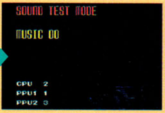
At the Notice Screen, press L, R, L, R, L, R, L, R, L, R and R on Controller II.


SOUND TEST MODE
MUSIC 00
CPU 2
PPU1 1
PPU2 3

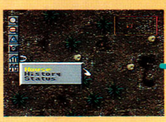
You can select from the various music in the game with Controller I.

SIMANT®

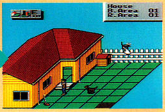
FROM AGENT #228

Wacky Cat

This trick won't change your game play, but it's fun to do anyway. When you are playing in the Full Game, select the Graph Icon and press the A Button. Select the House Option and press A again. If the Cat appears on the fence while you are on the House Screen, point the cursor at it, then press the A Button. Every time you press the A Button, the Cat will bug-out and fall off the fence.


House
History
Status

In the Full Game Mode, select the Graph Icon and go to the House.


House
B.Area 01
R.Area 01

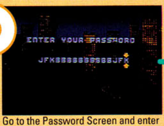
Put the cursor on the Cat, then press the A Button.

LAMBORGHINI AMERICAN CHALLENGE

FROM AGENT #070

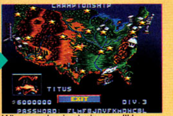
Bonus Cash

If you want to pick up some extra cash at the beginning of the game, then check out this special trick. Before you begin a new game, select the Password Option and enter JFKBBBBBBBBBBJFK as your password. When you start playing, you'll have $6,000,000 to spend as you please. With the entry fees being so low, you can buy your way into any race you want!



ENTER YOUR PASSWORD
JFKBBBBBBBBBBJFK

Go to the Password Screen and enter JFKBBBBBBBBBBJFK as your password.


CHAMPIONSHIP
TITUS
$6000000
EXIT
DIV.3
PASSWORD: FLMFBJNVFKMDHCBL

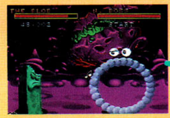
When you begin playing, you'll have $6,000,000 in your account.

CLAY FIGHTER

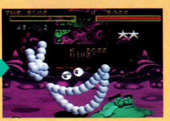
FROM AGENT #395

Boss Code

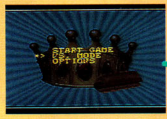
Do you want to play as the boss in Clay Fighter? Then try this great trick. Play a one-player game until you reach the N. Boss. When you reach him, intentionally lose both rounds. Don't press any buttons until the Option Screen appears, then select the Vs. Battle option. When the game starts, Player 2 will control the N. Boss.


THE BLOB
N. BOSS
START

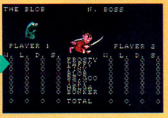
Play a one-player game all the way up to the N. Boss.


THE BLOB
N. BOSS
N. BOSS WINS!

Intentionally lose both rounds against the N. Boss.


START GAME
VS. MODE
OPTIONS

Wait until the Option Screen appears, then select the Vs. Battle Mode.


THE BLOB
N. BOSS
PLAYER 1
PLAYER 2
W. L. D. S.
FROSTY
TAFFY
TINY
BLOB
BS.GOO
ICKY
HELGA
BONKER
TOTAL

Player 2 can control the N. Boss in head-to-head battle.

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

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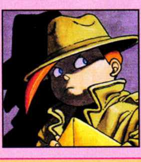

Last month's episode of Final Fantasy III ended with the party hovering above the Floating Island in Setzer's Airship. Now the rebels are ready to field a fighting team that will land on the island and try to prevent Kefka from disturbing the three mythical statues that have held the world in balance for years. They know that Kefka's consuming hunger for power makes him a very dangerous adversary—even knowing that disturbing the statues will destroy the world won't stop him from attempting to wrest the magic, and the power that it holds, from the stone goddesses. The team must summon its courage and strength to stop Kefka.

FINAL FANTASY®

This month's episode wraps up our coverage of Square Soft's epic RPG with a quick tour of the World of Ruin. Begin with the incident that plunges the world into darkness and continue through the ravaged land on the quest of a lifetime.

A TORN LAND

AFTER THE EXPLOSION

The world is a much changed place after Kefka destroys the delicate balance that once existed.

1 THE SOLITARY ISLAND
2 ALBROOK
3 TZEN
4 MOBLIZ
5 NIKEAH
6 SOUTH FIGARO
7 FIGARO CAVE
8 FIGARO CASTLE A
9 FIGARO CASTLE B
10 KOHLINGEN
11 DARILL'S TOMB
12 MARANDA
13 ZOZO
14 THE VELDT
15 THAMASA
16 THE COLOSSEUM
17 JIDOOR
18 THE PHOENIX CAVE
19 NARSHE
20 TRIANGLE ISLAND
21 FANATICS' TOWER
22 DOMA CASTLE
23 DUNCAN'S HOUSE
24 THE ANCIENT CASTLE
25 EBOT'S ROCK
26 THE OPERA HOUSE
27 GAU'S FATHER'S HOUSE
28 KEFKA'S TOWER

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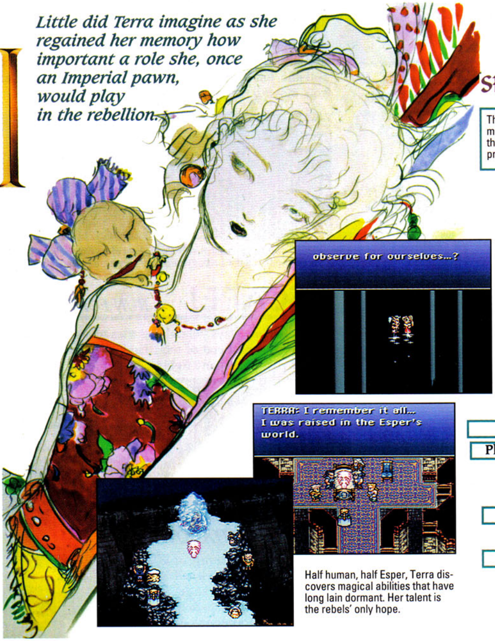
III

Little did Terra imagine as she regained her memory how important a role she, once an Imperial pawn, would play in the rebellion.



observe for ourselves...?

TERRA: I remember it all... I was raised in the Esper's world.

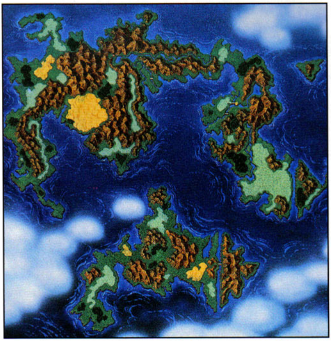
Half human, half Esper, Terra discovers magical abilities that have long lain dormant. Her talent is the rebels' only hope.

SEQUENCE OF EVENTS

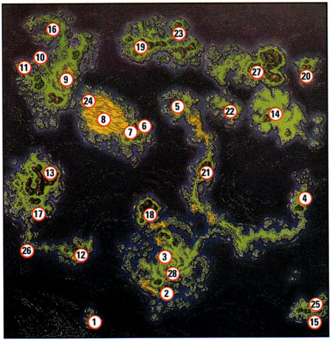
The events listed below summarize last month's activities, beginning in Narshe after the three groups reunited and ending with preparations for landing on the Floating Island.

- Fight Kefka in Narshe.
- Find Figaro Castle.
- Travel to Kohlingen.
- Check out Jidoor.
- Explore Zozo.
- Battle at the Opera House.
- Fly to Albrook.
- Search for Vector.
- Investigate the Magitek Factory.
- Go back to Zozo.
- Rescue Mog in Narshe.
- Go through the Esper Cave.
- Plead with the Espers at the Sealed Gate.
- Fight Kefka.
- Return to Vector.
- Answer the Emperor's questions.
- Rescue Relm in Thamasa.
- Fly to the Floating Island.

THE WORLD OF BALANCE



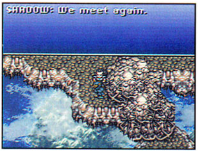
THE WORLD OF RUIN



THE FLOATING ISLAND

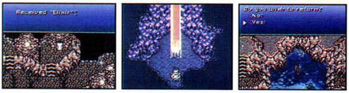
STOP KEFKA!

When you first land on the island, you'll find Shadow. He'll prove to be a valiant fighter and a very useful person to have along as you pick your way through hidden passages towards Kefka and the three statues.



SHADOW: We meet again.

Enlist Shadow's help, then start exploring the Floating Island. Some passages will open as if by magic when you walk up to them, and there are Warp Tiles that let you travel back and forth between areas of the island that aren't connected by paths.



Received "Elixir"!

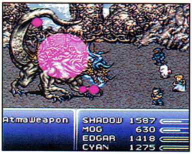
Do you wish to return?
(No)
▶ (Yes)

One Save Point is inside a cave. Return to the Airship from a point nearby.

ATMA WEAPON

BIG TEETH, BAD BEAST

Prepare to defend against the Atma Weapon's Fire and Flare spells, as well as an occasional Quake spell.

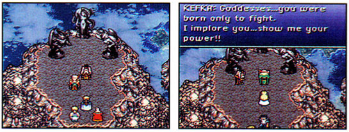


The Atma Weapon casts many spells, but it will disappear when it uses up all of its MP. You can hasten the disappearance by using Osmose to steal some of its MP.

KEFKA

MAD FOR MAGIC

Gestahl realizes that Kefka's hunger for power is uncontrollable, but it's too late. When he attempts to keep Kefka from moving the statues, Kefka slays him.



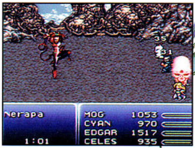
KEFKA: Goddesses...you were born only to fight.
I implore you...show me your power!!

The destruction begins! With Gestahl out of his way, Kefka demands that the statues reveal their awesome power. Run for it!

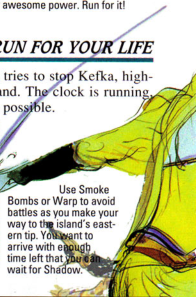
ESCAPE!

RUN FOR YOUR LIFE

While Shadow stays behind and tries to stop Kefka, hightail it for the east end of the island. The clock is running, so try to avoid as many fights as possible.

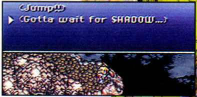


Use Smoke Bombs or Warp to avoid battles as you make your way to the island's eastern tip. You want to arrive with enough time left that you can wait for Shadow.

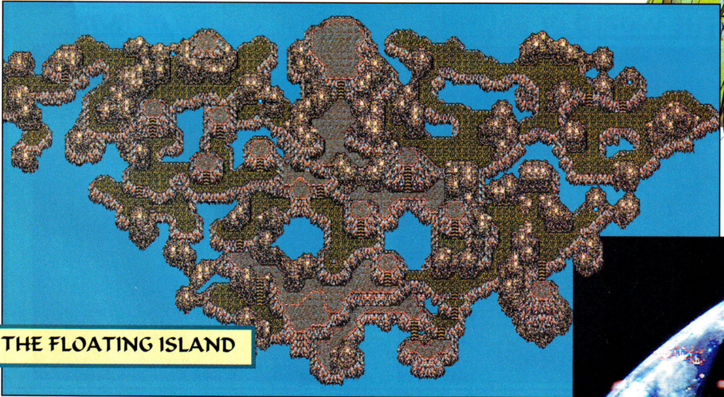


WAIT FOR SHADOW!

You can either Jump or Wait. Time will tick off after the first message. After the second question, Shadow will appear—if there is enough time.



(Jump!!)
▶ (Gotta wait for SHADOW...)

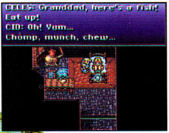


THE FLOATING ISLAND

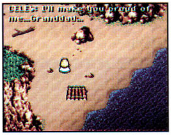
AFTER THE EXPLOSION

CID TENDS TO CELES

After a massive explosion, a year passes before Celes awakens on a tiny island. All she remembers is falling from the Airship as it is torn apart. Cid has cared for her all year. Now it's her turn to take care of him.



CELES: Granddad, here's a fish!
Eat up!
CID: Oh! Yum...
Chomp, munch, chew...



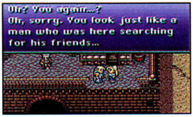
CELES: I'll make you proud of me...Granddad...

Feed Cid Yummy Fish so he'll recover, then use his raft to sail to Albrook. He won't recover if you give him bad fish or fail to feed him, but you can still use the raft.

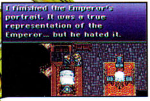
ALBROOK

SIGNS OF SABIN

There is much to be learned on the streets of Albrook. Here you'll find that Celes is not the only survivor of the Airship's crash—it sounds like another of the Returners was here recently.



Uh? You again...?
Oh, sorry. You look just like a man who was here searching for his friends...

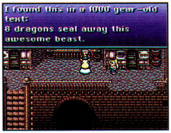


I finished the Emperor's portrait. It was a true representation of the Emperor... but he hated it.

Talk to the people in Albrook to find out what's happened in the past year.

THE EIGHT DRAGONS

A man in Albrook tells an ancient legend about eight dragons who seal away the power of Crusader, an awesome beast. The one who defeats the dragons can release the Crusader's power.

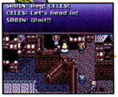


I found this in a 1000 year-old text:
8 dragons seal away this awesome beast.

TZEN

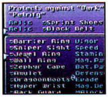
FIND SABIN

As soon as Celes enters Tzen, an explosion rocks the village. When the Innkeeper asks her to save a child from a crumbling building, she rushes to the scene only to find Sabin supporting the remains of the house.



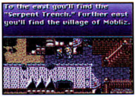
SABIN: Hey! CELES!
CELES: Let's head in!
SABIN: Wait!!

Hurry! Sabin will hold the house up while you rush in and save the child, but he can't support the building for very long.



Protects against "Dark" "Petrify"

Equip yourself with a Relic that prevents Stone spells, and use Smoke Bombs or Warp Stones to avoid time-consuming attacks.



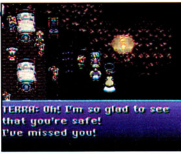
To the east you'll find the "Serpent Trench." Further east you'll find the village of Mobliz.

After you rescue the child, Sabin will join you. New information about Mobliz, a village to the east, prompts you to go there.

MOBLIZ

TALK TO TERRA

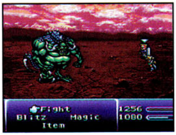
All of the adults in Mobliz perished while protecting their children during the explosion. The orphans are now cared for by Terra, who tells you that she has given up the fight. Her purpose now is protecting the children from Phunbaba's attacks.

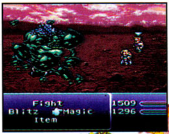


TERRA: Oh! I'm so glad to see that you're safe!
I've missed you!

PHUNBABA THE TORMENTER

When Phunbaba attacks, Celes and Sabin must defend with weapons. Most magic isn't effective, but Bio is. Poison him early in the battle. When you put an end to Phunbaba's reign of terror, you'll earn the Fenrir Esper.



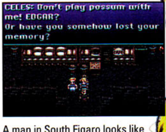


When Celes and Sabin come face-to-face with Phunbaba, use Bio and your best weapons. Spank him soundly to make him turn tail and run.

SOUTH FIGARO

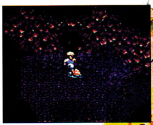
EDGAR?

You'll meet someone who looks like Edgar in the Cafe. He claims to be a fortune hunter named Gerad. Tail him when he leaves town—don't let him out of your sight.



CELES: Don't play possum with me! EDGAR?
Or have you somehow lost your memory?

A man in South Figaro looks like Edgar, but he claims to be Gerad.

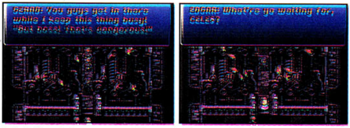


As the little girl suggested, you can jump onto the turtle and ride over to the door in the cave.

TAIL THE THIEVES

EDGAR 'FESSES UP

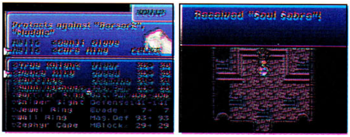
When you follow the band of thieves into the Basement of Figaro Castle, Gerad will admit that he's really Edgar. He assumed a false identity to trick the thieves and have them break into the treasure room for him.



GERAD: You guys get in there while I keep this thing busy!
"But boss! That's dangerous!"

EDGAR: What're ya waiting for, CELES?

Talk to Gerad when you reach the castle Basement. He'll 'fess up and explain why he was pretending to be someone else.



Protects against "Berserk", "Muddle"

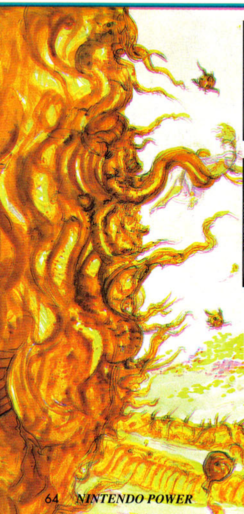
Sniper Sight	Defense 141-141
Jewel Ring	Evade 7- 7
Wall Ring	Mag.Def 93- 93
Zephyr Cape	MBlock 29- 29

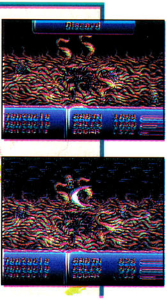
Received "Soul Sabre"!

Before you fight the Tentacle, equip Peace Rings so you can avoid Berserk spells. Return to the treasure room after the battle.

BASEMENT BADDIE *THE TENTACLE*

The Tentacle, the basement bad guy, is a terror. Protect against Berserk spells so you won't destroy your own people and use powerful weapons, such as the Drill.

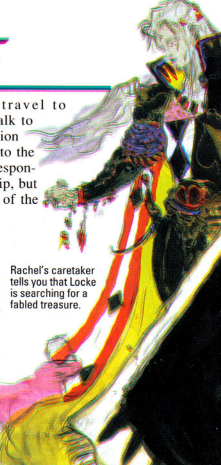




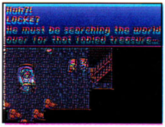
A pile of writhing tentacles wraps you up in the Basement. Edgar's Drill is very effective against it, as are other weapons.

GO WEST

KOHLINGEN

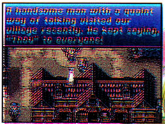


Use Figaro Castle to travel to Kohlingen, to the west. Talk to the villagers to get information about other rebels, and go to the Cafe to find Setzer. He's despondent about losing his Airship, but he's glad to find survivors of the crash.

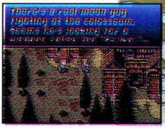


Huh?!
LOCKE?
He must be searching the world over for that fabled treasure...

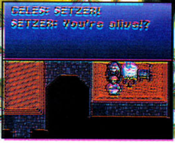
Rachel's caretaker tells you that Locke is searching for a fabled treasure.



A handsome man with a quaint way of talking visited our village recently. He kept saying, "Thou" to everyone!



There's a real mean guy fighting at the colosseum. Seems he's looking for a weapon called the "Striker"...

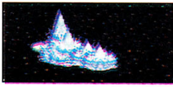


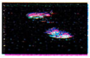
CELES: SETZER!
SETZER: You're alive!?

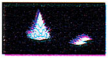
You can recruit Setzer by talking to him in the Cafe, and you'll also hear clues to the whereabouts of both Cyan and Shadow.

FIND THE FALCON *DARILL'S TOMB*

Setzer's former flying friend, Darill, also had an Airship. Now head for her tomb to find out where her Airship, the Falcon, is now. Setzer is sure that it's air-worthy, and it would make travel easier.

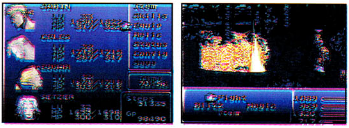






DULLAHAN

As you approach Darill's casket, Dullahan will attack. He uses lots of magic, so use Celes' Runic power.

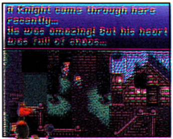


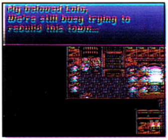
Equip Celes with a sword and use her Runic power to absorb the Dullahan's spells. Blitz with Sabin and use Edgar's Auto Crossbow while Setzer heals the party.

MARANDA

FLOWERS FROM AFAR

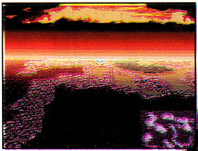
The girl in Maranda who wrote to her boyfriend, a wounded soldier, has received flowers and letters from him. He told her that he had recovered and would return once the town he was staying in was rebuilt.

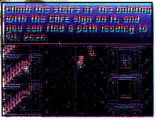

A Knight came through here recently...
He was amazing! But his heart was full of chaos...


My beloved Lola,
We're still busy trying to rebuild this town...

The girl thinks that the flowers are from her boyfriend, but you'll soon find that Cyan has actually been sending them.

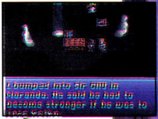
WATCH THE BIRDIE

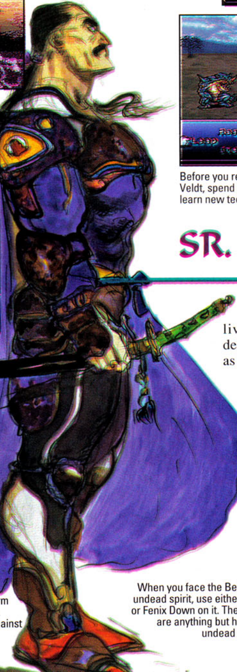



Climb the stairs of the building with the CAFE sign on it, and you can find a path leading to Mt. Zozo.

When the carrier pigeon leaves Maranda, follow it in the Falcon.

The bird takes you to Zozo. Buy Rust-Rid, open the rusted door above the Cafe and enter Mount Zozo. There you'll find Cyan and find out about his flower-making.


I bumped into Sir CYAN in Maranda. He said he had to become stronger if he was to face Kefka.



THE STORM DRAGON

BLUE BEAST

The Storm Dragon circles before striking. It frequently uses Wind attacks. Counter with either Bolt or Thunder 2.

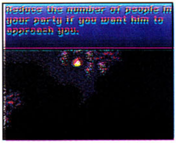
Storm Drgn
SABIN 1251
CELES 1172
EDGAR
SETZER

Create your own storm with Bolt or Thunder. Both are effective against the Storm Dragon.

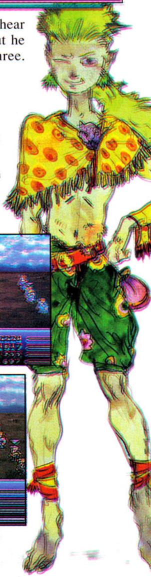
CAVE ON THE VELDT

WHERE'S GAU?

When you talk to the men inside, you'll hear that Gau has been seen on the Veldt, but he won't approach parties of more than three. Take a party of three to find him.


Reduce the number of people in your party if you want him to approach you.

Gau has been spotted on the Veldt, but he avoids large parties. Take a group of only three to find him.



Fight
Runic
Magic
Item
2224
1817
1697

Go back out onto the Veldt and fight. Sooner or later, Gau will appear at the end of a fight. He'll be glad to see that others survived.

Rage
Leap
Magic
Item
2558
2882
2539
2826

Before you return to the Cave on the Veldt, spend some time fighting to learn new techniques for Gau.

SR. BEHEMOTH

DEAD AND ALIVE

A Behemoth reigns with terror in the cave. You must beat both the live beast and its undead spirit to destroy it. It uses strong magic, such as Meteor, in battle.

Fight
Blitz
Magic
Item
1767
2022
1520

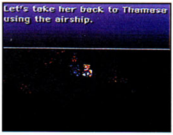
Fight
Tools
Magic
Item
2100
936

When you face the Behemoth's undead spirit, use either Revivify or Fenix Down on it. Their effects are anything but healing on undead enemies.

FIND A FRIEND

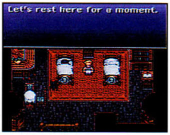
SHADOW OR RELM?

After you defeat the Sr. Behemoth, you'll find a fallen comrade. If you waited for Shadow before jumping from the Floating Island, it will be him. If you didn't wait, you'll find Relm and Shadow will be gone for good.



Let's take her back to Thamasa using the airship.

Shadow (or Relm) is wounded. Take him (or her) to Thamasa by Airship.



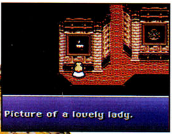
Let's rest here for a moment.

Leave the wounded person in Thamasa to recover and continue to Jidoor.

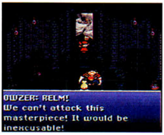
JIDOOR

ART APPRECIATION

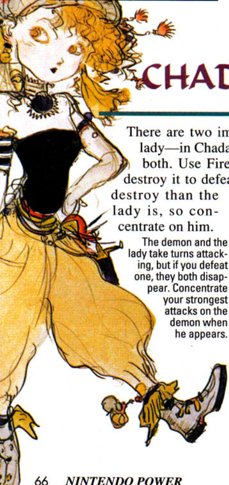
Once back in Jidoor, go to Owzer's House and tour his famous art gallery. Inspect the paintings and search for Owzer. Fight the painting of the Lovely Lady to find a door that leads deeper into the gallery.



Picture of a lovely lady.



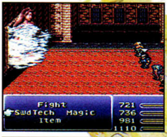
OWZER: RELM!
We can't attack this masterpiece! It would be inexcusable!

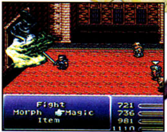


CHADARNOOK

TWO-FACED FOE

There are two images—one a demon, one a lady—in Chadarnook. You must fight them both. Use Fire attacks on the demon and destroy it to defeat them both. He's easier to destroy than the lady is, so concentrate on him.



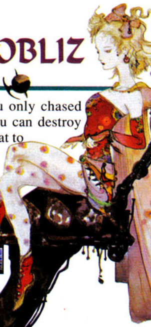


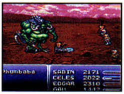
The demon and the lady take turns attacking, but if you defeat one, they both disappear. Concentrate your strongest attacks on the demon when he appears.

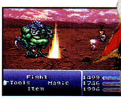
RETURN TO MOBLIZ

PHUNBABA

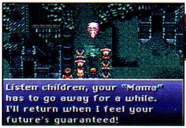
Now go back to Mobliz. Last time, you only chased Phunbaba off. With a stronger party, you can destroy him this time. When he's no longer a threat to the children, Terra will join the cause.







With a larger party, and more experienced fighters, you'll be able to destroy Phunbaba and keep him from ever threatening the children again.



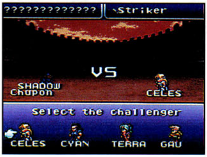
Listen children, your "Mama" has to go away for a while. I'll return when I feel your future's guaranteed!

Before she leaves, Terra promises to return to the children when the world is safe again.

THE COLOSSEUM

FIGHT SHADOW

Fighters come from all over to try their luck at the Colosseum. In order to fight, you must bet something. If you put the Striker on the line, your opponent will be Shadow. When you defeat him, he'll join your party.



Shadow is a formidable opponent, but you can wear him down. He'll rejoin your group at the end of the fight, and he'll bring Interceptor, too. He's a great addition to the team.

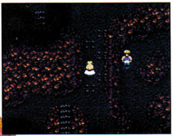
WAGERING

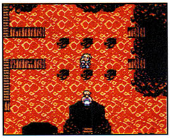
There are valuable items to be won in the Colosseum, but you have to bet valuables of your own and win the battles to get them. Some of the items can be found only here. Chupon is likely to Sneeze at insignificant wagers.

THE PHOENIX CAVE

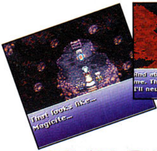
TAKE TWO TEAMS

Land in the center of the diamond-shaped mountain range to enter the Phoenix Cave. It takes teamwork to make it through the cave. One team will open doors and make paths for the other, and the two will take turns.

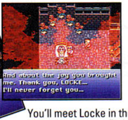




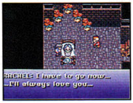
You'll have to field two teams before entering the Phoenix Cave. The teams must work together to find all of the treasures inside.



That looks like...
Magicite...



And about the joy you brought
me. Thank you, LOCKE...
I'll never forget you...



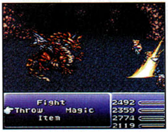
RACHEL: I have to go now...
...I'll always love you...

You'll meet Locke in the cave. He'll take the Phoenix Magicite that you find back to revive Rachel.

THE RED DRAGON

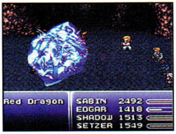
FIERY SERPENT

To defeat the Red Dragon, cast spells that will put out its fire. Use Ice and Water spells to attack, and protect your party from its spells by using Shell or ZoneSeek. After the fight, you'll get the Dragon Horn.



Fight
Throw Magic
Item
2492
2359
2774
2119

The Red Dragon attacks with fiery magic spells. Protect against them.



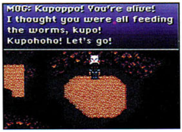
Red Dragon
SABIN 2492
EDGAR 1418
SHADOW 1513
SETZER 1549

After chilling the dragon with Ice, take the Dragon Horn from the chest.

RETURN TO NARSHE

FIND MOG

Explore the caves behind Narshe again to find Mog and enlist him in your group. Before you leave the Moogle Cave, search the place where Mog was standing to find the Moogle Charm. It's an amazing Relic that prevents all enemy attacks. Mog is the only character who can equip the charm.



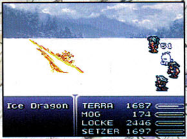
MOG: Kupoppo! You're alive!
I thought you were all feeding
the worms, kupo!
Kupohoho! Let's go!

Search the place where Mog was standing to find the Moogle Charm. It prevents enemy attacks.

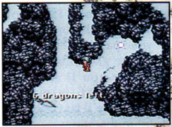
THE ICE DRAGON

KING OF THE CAVES

While you're in the caves, search out the Ice Dragon. Protect against its Ice spells and counter by melting the dragon with the strongest Fire spells you have.



Ice Dragon
TERRA 1687
MOG 174
LOCKE 2446
SETZER 1697



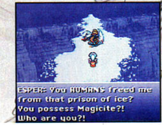
6 dragons left.

Use Fire spells to thaw the chilling Ice Dragon. That makes two dragons down, six to go.

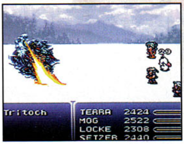
TRITOCH

CAVE ESPER

Go to the windy bluff to find the Tritoch Esper. Use Fire to melt the ice that imprisons it.



ESPER: You HUMANS freed me
from that prison of ice?
You possess Magicite?!
Who are you?!



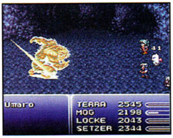
Tritoch
TERRA 2424
MOG 2522
LOCKE 2308
SETZER 2440

When you thaw Tritoch, it will be amazed that you were able to free it. Add it to your inventory.

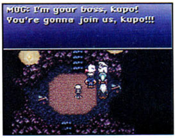
UMARO

UNTAMED BEAST

Add Mog to your party, then return to the caves to find Umaro, a yeti-like beast that answers only to the Moogle. After your battle with him, Mog will command him to join your cause. He's an awesome addition. He can't equip weapons, armor or magic, but he's an extremely strong fighter anyway.



Umaro
TERRA 2545
MOG 2198
LOCKE 2043
SETZER 2344



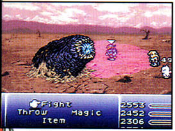
MOG: I'm your boss, kupo!
You're gonna join us, kupo!!!

After your brief battle with Umaro, Mog will make him join you. If you don't have Mog in your party, Umaro will remain in the cave until you return with the Moogle. He's a powerful companion.

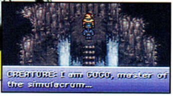
TRIANGLE ISLAND

GET GOGO

After you land on Triangle Island, allow your party to be inhaled by the giant Zone Eater. Inside you'll meet the master of mimicry, Gogo. He'll be very helpful in the future.



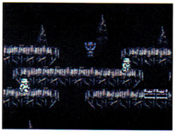
You'll meet the Zone Eater as you explore Triangle Island. Don't fight—allow the strange beast to inhale all of your party members.



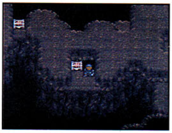
CREATURE: I am GOGO, master of the simulacrum...

INSIDE THE ZONE EATER

It's not as gross as you might expect inside. Let yourself be shoved off the platforms once. You'll land in the room below where you'll find a Red Jacket. Continue exploring until you meet Gogo, the mimic. His special skill is imitating the attacks of your other party members. Team him up with your most powerful fighters.



After being shoved off once, avoid the enemies as you empty the chests.

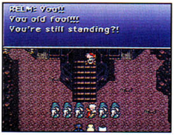


Watch out for the fall ceiling. Find safe places to stand by the chests.

THE FANATICS' TOWER

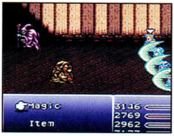
WAKE STRAGO

Take Relm to the Fanatics' Tower so she can wake Strago from his trance. Take your strongest magic-users into the tower. Physical attacks are useless inside. Equip your party with Wall Rings and use magic spells.



RELM: You!!
You old fool!!!
You're still standing?!

Only Relm can draw Strago out of his Kefka-induced trance. Take him into the tower so he can learn the magic spells that the enemies inside use.

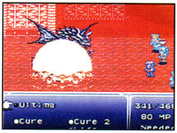


Only magic works inside. The enemies wear Wall Rings, so cast the spells on your own party members. They'll be deflected onto the enemies.

THE WHITE DRAGON

WIN A PEARL LANCE

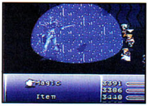
In the third Treasure Room, you'll meet the White Dragon. It will try to use magic, but the spells will be reflected by your Wall Rings. Counter its attacks by casting strong spells on your own party. Defeat it to win a Pearl Lance.

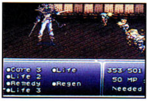


Use strong magic on the dragon. If you know Life 3, cast the Ultima spell; otherwise, try Flare.

THE MAGE MASTER

The Mage Master waits at the tower's top. He uses Ultima, so cast Life 3 early in the fight. He constantly changes his weak point, but you can make him stop by casting the Berserk spell on him.



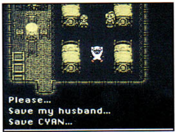


Cast Life 3 on someone in your party when the fight starts so at least one person will survive the Master's Ultima spell.

DOMA CASTLE

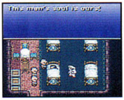
CYAN'S DREAM

When you return with Cyan to Doma Castle and sleep in the room upstairs, he'll have a nightmare that will involve the entire party. The dream begins with a single party member waking in the bedroom, where Cyan's wife begs you to save him. You must find the other party members first.

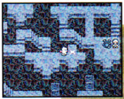


```
Please...
Save my husband...
Save CYAN...
```

Cyan's wife and son appear in the bedroom at the beginning of the dream sequence.



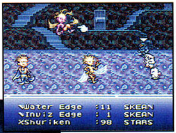
```
This man's soul is ours!
```



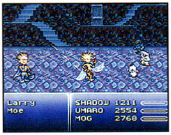
You begin with only one party member. You'll have to find the others before you can save Cyan.

THE THREE STOOGES

After you find everyone but Cyan, you'll fight three demons. Curly can cast Life 3, so defeat him first. Otherwise, he'll keep reviving the others when you defeat them. Use magic on Larry and Curly and weapons on Moe.



```
Water Edge    :11   SKEAN
Inviz Edge    : 1   SKEAN
XShuriken     :98   STARS
```



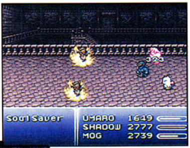
```
Larry         SHADOW  1211
Moe           UMARO   2554
              MOG     2768
```

Get rid of Curly first, then cast spells on Larry and use your strongest weapons to destroy Moe.

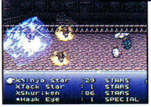
WREXSOUL

AND THE SOUL SAVERS

If you have X-Zone, use it to wipe out all enemies. If not, attack only Wrexsoul—the Soul Savers are invincible to normal attacks. Use strong weapons and spells.



```
SoulSaver     UMARO   1649
              SHADOW  2777
              MOG     2739
```



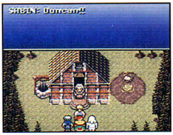
```
XNinja Star   :29   STARS
XTack Star    : 1   STARS
XShuriken     :86   STARS
Hawk Eye      : 1   SPECIAL
```

When Wrexsoul enters the bodies of your teammates, you must attack them. When they expire, Wrexsoul will show up on the screen again.

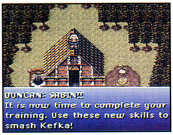
DUNCAN'S HOUSE

LEARN FROM THE MASTERS

If you take Sabin to Duncan's House, north of Narshe, Duncan will teach him a powerful new Blitz called the Bum Rush. It's an outstanding technique that will prove to be very valuable in future battles.



```
SABIN: Duncan!!
```



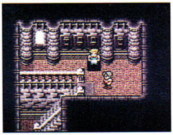
```
DUNCAN: SABIN!!
It is now time to complete your
training. Use these new skills to
smash Kefka!
```

Duncan, the martial arts master, will teach Sabin how to perform the Bum Rush. It's a very impressive Blitz!

BACK AT THE OPERA HOUSE

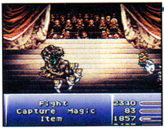
A NEW SHOW STOPPER

When you return to the Opera House and talk to the Impresario, who is still seated in the balcony, you'll hear about a new show-stopper: The Dirt Dragon has taken center stage. The show does not go on.



Go to the switch room on the right and flip the center switch. The floor beneath you will disappear and you'll fall onto the stage.

THE DIRT DRAGON

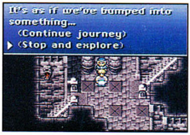


```
Fight          2340
Capture  Magic   83
Item           1857
```

The Dirt Dragon uses frequent and strong Earth attacks, such as Quake, so either equip your fighters with Cherub Down or cast Float when the fight starts.

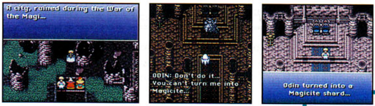
THE ANCIENT CASTLE

You won't find the Ancient Castle looking at the overworld map. It's hidden underground—you can find it only by traveling in Figaro Castle. When the castle stops moving, go through the jail cell on the far right to explore.



It's as if we've bumped into something...
(Continue journey)
▶ (Stop and explore)

Figaro Castle will run into a strange rock formation on the way to Kohlingen. Go through the jail to find out what it's hit.



A city, ruined during the War of the Magi...

ODIN: Don't do it...
You can't turn me into Magicite...

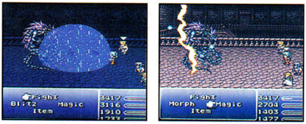
Odin turned into a Magicite shard...

Odin once lived in the Ancient Castle, where he was petrified in a legendary battle. When you touch his petrified remains, they'll become a shard of Magicite.

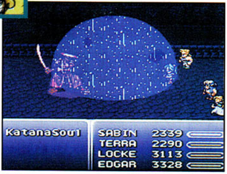
THE BLUE DRAGON

AND THE QUEEN'S TEARS

Step onto the invisible switch several paces down from the queen's throne to make stairs appear in the east room. Go downstairs to turn the Odin Esper into Raiden.



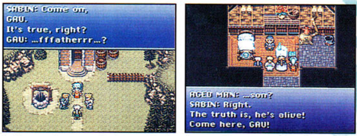
After the tears from the queen's statue turn Odin into Raiden, fight the Blue Dragon. Use Bolt magic to give the blue serpent a jolt.



Before you leave the Ancient Castle, fight the Katana Soul in the west room to get the Offering.

RETURN TO THE HOUSE ON THE VELDT

If you take Gau to the House on the Veldt, an odd scenario will play itself out. Your party will tell Gau that his father lives there, then they'll teach him manners and dress him up in fancy clothes before they meet.



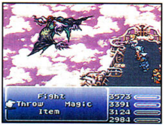
SABIN: Come on, GAU.
It's true, right?
GAU: ...fffatherrr...?

AGED MAN: ...son?
SABIN: Right.
The truth is, he's alive!
Come here, GAU!

In the peculiar scenario, the group takes the new Gau back to meet his father. His father claims that he has no son, and they all return to the Airship with Gau.

BATTLE DOOM GAZE

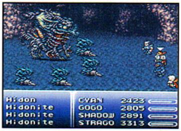
The cumulative damage you deliver to Doom Gaze will eventually doom him. You'll get Bahamut Magic when you win.



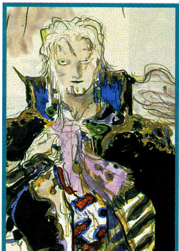
Bahamut was king of the dragons. His magic is strong.

FLY TO EBOT'S ROCK

When you return with Strago and Relm to Thamasa, Strago will find that a friend has been injured by Hidon, his long-time nemesis. Take him to Ebot's Rock, which now appears to the north, to find and destroy Hidon once and for all.



Feed the hungry chest that blocks your way, then continue into the cave to find Hidon. Strago learns Grand Train from him.



FINALLY: KEFKA'S TOWER

When you enter Kefka's Tower, you'll field three teams. Make sure that each team has both a strong physical fighter and a powerful magic-user. In the end, you'll pit your very best warriors against Kefka himself. He'll put all of your skills to the test.

And so the amazing
epic draws to a close,
with Kefka getting a well-deserved
trouncing by rebel forces.
You won't be disappointed
by the ending, either.
The incredible scope of the game
demanded a grand ending,
as that's just what Square
Soft gave it.
It runs for nearly half an hour!
Play it soon on
a Super NES near you.

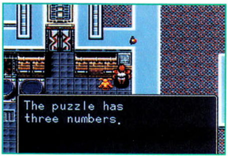
COUNSELORS' CORNER

BRAIN LORD

HOW DO I SOLVE THE FIRST PUZZLE ON THE SECOND FLOOR OF THE ANCIENT RUINS?

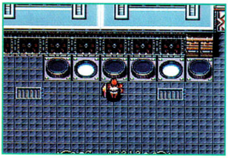
Brian Mullin

The hint is as follows: "The puzzle has three numbers. Multiplied together they equal 30. Added together they equal 10. The first is a small number. The second is a large number. The third one is left." The answer is 2, 5 and 10. Two times five equals 10; 10 multiplied by three is 30. Two plus five is seven; seven plus three equals 10. Press button two first, five second and three third.



The puzzle has three numbers.

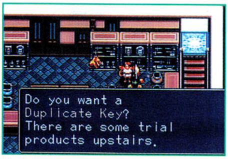
The cryptic hint to the first puzzle room on the second floor of the Ancient Ruins can be baffling.



The three numbers are two, five and three. Press the second button, the fifth button, then the third button.

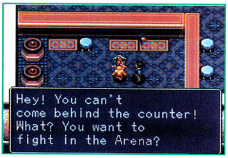
HOW DO I FIGHT IN THE ARENA?

First, talk to the Arena owner on the second floor. He'll tell you to obtain a Duplicate Key, which you can get in the Weapon/Armor Shop. When you return to the owner's room with the key, he'll give you permission to fight. Go downstairs and walk all the way down to the lower wall. (You won't be able to see your character.) Walk to the left to get behind the counter and talk to the man in the lower left corner. Now go to the Arena Waiting Room in the upper right and use the Duplicate Key to unlock the door on the right. Enter and fight the blue knight, then go back to the waiting room and talk to the man there to begin fighting.



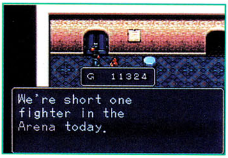
Do you want a Duplicate Key? There are some trial products upstairs.

Give the Plaque to the Librarian. Talk to the Arena owner. Obtain the Key from the Weapon Shop owner.



Hey! You can't come behind the counter! What? You want to fight in the Arena?

Walk all the down to the wall, then go to the left to get behind the counter. Talk to the man in the corner.

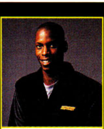


We're short one fighter in the Arena today.

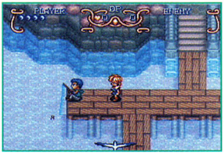
After you fight the blue knight, return to the Waiting Room. Start fighting to earn extra gold.

ILLUSION OF GAIA

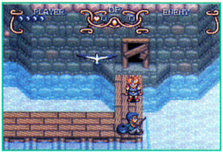
WHERE IS THE THIRD RED JEWEL?


Marc Doyal

You can get the third Red Jewel from the Fisherman in South Cape, but he gives it at a totally random time. He might give it to you right away, but you might have to check back many times to get it. He moves around almost every time you go in and out of the Seaside Cave. Keep entering and exiting until he has a pot sitting next to him. Search the pot to find the Red Jewel.



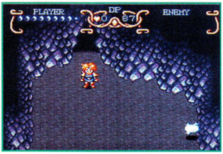
The Fisherman usually has poor luck landing anything.



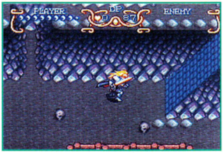
When he hooks a pot, look inside to find a Red Jewel.

WHERE IS THE ELEVATOR KEY IN THE DIAMOND MINES?

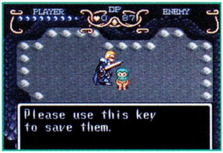
Defeat all of the enemies in the first two areas. Hit all four switches in the third area to make a door to the upper level appear, then defeat the enemies there. Enter the Dark Space, change to Freedan and save your game. Go through the door in the lower right. In the fourth area you can beat only 10 of the 11 enemies. Go through the door in the upper right and beat all enemies in the next area to make a Dark Space appear. Enter, change to Will and save. Now walk along the upper wall, looking for a spot where your hair moves. Psycho Dash the wall there to make a hole. Walk through it and enter the Dark Space in the next room. When you change to Freedan, you'll get the Dark Friar ability that lets you attack from a distance. Now go back to the fourth area and beat the last enemy there. Run down the left ramp and up the right one to reach the door on the upper level. Go through the door and free the laborer to get the Elevator Key.



When you find the place in the wall where your hair blows, use the Psycho Dash to bash a door through.



Run down the ramp on the left and let your momentum carry you up the ramp on the right to the upper level.

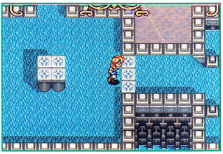


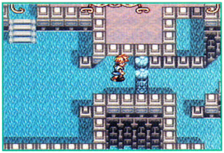
Please use this key
to save them.

Go through the door in the upper right and free the laborer. Talk to him to get the Elevator Key.

HOW DO I GET PAST THE TWO STATUES IN THE SKY GARDEN?

The hill in front of the two statues in the southwest area of the Sky Garden poses problems for lots of players. You can't run up it, and you can't Psycho Dash up it, either. Circle back around to the room to the left of the one with the statues. Run down the hill at the right exit and continue running across the room and up the hill in front of the statues. Once you're up the hill, Psycho Dash through the statues.


Circle up and around to the room to the left of the one with the statues. Run to the right down the hill.

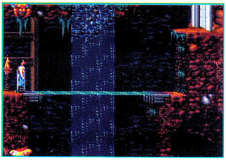

Keep running across towards the statues. Your momentum will carry up the small incline.

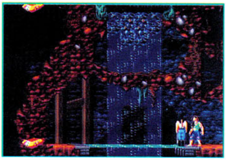
BLACKTHORNE

WHERE IS THE SECOND BRIDGE KEY IN THE THIRD MINE STAGE?

Gary Ford

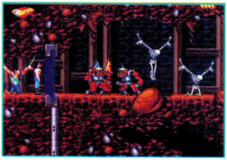
You can use the Bridge Keys in Blackthorne more than once in an area, so you don't have to find a second key in Mine Level 3 in order to activate the second bridge. Once you've crossed over and back on the first bridge in the area, stand in front of the bridge gate (the gray box) and press Up on the Control Pad to remove the key. Take the key to the second bridge gate and insert it there to activate that bridge.

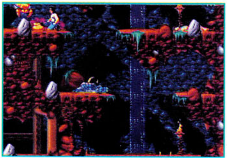

Use the first Bridge Key to activate the first bridge so you can enter the door behind the waterfall.

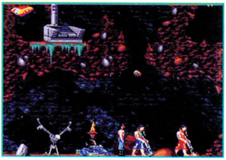

Cross back to the right, remove the Key from the gate and take it to the second bridge to activate it.

HOW DO I REACH THE GENERATOR IN MINE LEVEL 3?

Take the elevator all the way to the lower floor. If you walk to the right now, you'll find the Generator, but it's up near the top of the screen out of your reach. To destroy it, go back to the left, past the elevator, until you reach a room where you can climb up. Go up and to the right. Keep climbing until you see the purple Gragg on the upper platform. When you defeat the Gragg, he'll drop two Wasp Bombs. Take them back down to the room with the Generator. Use a Hover Bomb to destroy the whip-wielding blue baddie, then set off a Wasp Bomb. Use the Control Pad to direct the Wasp up and over to the Generator. Detonate the bomb when it's on the Generator. Destroying the Generator shuts off a force field ahead.

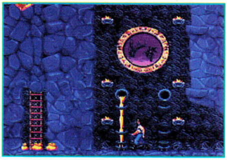

If you step off the elevator at its first stop, you'll come to a force field that won't allow you to pass.

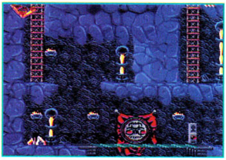

When you defeat the Gragg on the upper platform, you'll get two Wasp Bombs.


Select a Wasp Bomb and direct it to the Generator. Detonate the bomb to destroy the Generator.

HOW DO I REACH THE THREE YELLOW BAGS IN THE CASTLE, LEVEL 3?

Although there appears to be no way to reach the three yellow treasure bags, there is a hidden ladder that will take you down to them. To find it, climb to the room above the one with the three bags. Go to the lower left corner and press down on the Control Pad in every space until you find the hidden ladder. Take it down to the room below and retrieve the three yellow treasure bags.


There isn't a way to reach the three yellow treasure bags from the room where you can see them.

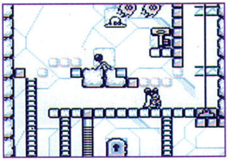

Climb to the room above the bags. Go to the lower left corner and press Down until you find the hidden ladder.

DONKEY KONG

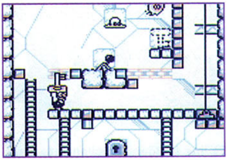
HOW DO I COMPLETE LEVEL 7-1?

Jon Rumsey

Climb the ladder and wait at the top. After the flame melts the ice above you, climb up and ride the elevator to its top. Flip the lever to the left and quickly return to the bottom. Do a handstand below the ice blocks on the left. When the flames melt the blocks above you, quickly jump up to the lever and pull it to the right before the flames destroy all of the ice blocks. Pick up the key and drop down to the door.



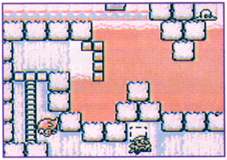
At the base of the elevator, do a handstand under the ice blocks. Jump to the lever as soon as the ice melts.



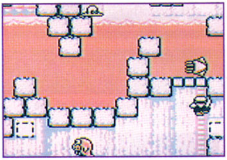
Pull the lever to the right before the flames melt all of the ice blocks. Drop through the space to the door.

WHAT'S THE SOLUTION TO LEVEL 7-7?

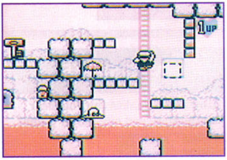
Pick up the Key, drop into the water and throw it at the enemies to defeat them. When they're gone, drop the Key so it will return to the top of the screen. Now go down the ladder in the lower left. Take the Horizontal Arrow Block and place it below the door, then hurry to the lower right, to the Vertical Arrow Block, and move it to the left so you can climb into the water. Jump onto the block against the right wall then hop over to the final Vertical Arrow Block. Activate this block so the platform below the door won't disappear. Now go up and get the Key. Drop down to the left and use the Key to open the door. If you've timed it perfectly, the platform will stay under the door just long enough for you to reach and unlock the door. If the platform disappeared too soon, you'll have to move more quickly after activating the Arrow Blocks.



Form a platform under the door by activating the Horizontal Arrow Block underneath it.

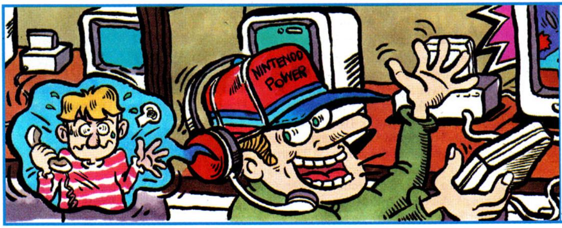


Use the Vertical Arrow Block in the lower right to climb into the water above.



Activate the last Vertical Arrow Block, then grab the Key and rush for the door.

TAP THE POWERLINE FOR THE HOTTEST TIPS



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

POWER PLAYER'S CHALLENGE

This is your last chance to send in your best scores before the year's end. Who knows? If you send in your score soon enough, you could be the first Power Player of 1995! Grab your Controllers and start playing.

CHALLENGE

FIREPOWER 2000

What is your best score when you are driving the car?

Try to grab those Power-Ups as soon as you can!

POCKY & ROCKY 2

What is your best score in a one-player game?

Try to destroy everything as quickly as possible!

AEROBIZ SUPERSONIC

How much money can you make in a one-player game?

Choose any of the scenarios and get your planes flying.

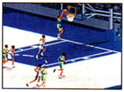
WILD SNAKE

How many snakes can you clear on the standard one-player game?

Play on the Easy Skill Level if you want to score well.

NBA LIVE '95

What is your best record at the end of the season?



Pick your favorite team and take them to the championship.

SUPER BOMBERMAN 2

What is your best score in a one-player game?

Try to make it as far as you can without getting blown away.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 20 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by January 15, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

SUPER PUNCH-OUT!!

How fast can you beat Dragon Chan?

Drop him to the mat as fast as you can!

POWER PLAYERS

KEN GRIFFEY JR. PRESENTS MLB

Most games won in a single season.

Richard Pate Buhl, AL	162-0
David & Joshua Williams San Jose, CA	162-0
C.J. Roberts Saint Amant, LA	162-0
Casey Stec Downers Grove, IL	149-13
Donnie Weatherhead Dugway, UT	136-26
Mathew Morris Las Vegas, NV	130-32
Virgina P. Prescott Nashua, NH	127-35
Adam Miller Delphos, OH	120-42
Brain Ricci Cranston, RI	114-48
Ed Mierzwa Jr. Brandord, CT	112-50
Chris Lee Petaluma, CA	112-50

CASTLEVANIA ADVENTURE

Highest Scores.

Jimmy Ryan Washington, D.C.	3,000,100
David Rosen Stroudsburg, PA	2,900,220
Michael Riley New York, NY	2,840,800
Whitney Brane Atlanta, GA	2,120,660

DUCKTALES

Most money collected.

Andrew Marshall Columbia, MO	$11,500,000
Linda Jinx Los Angeles, CA	$10,980,000
Mark Antler Austin, TX	$10,300,400
Sheri Gladstone San Francisco, CA	$10,250,300

GALAGA

Highest Scores.

Matt Hardwick Bothell, WA	18,059,010
Angela Aardahl Hollywood, CA	16,002,690
Cheryl Verwold Puyallup, WA	6,015,700

SEVENTH SAGA

Best finishing time.

Mark Charlton Grimsby, ON	31:02
George Brown York, PA	31:52
Max Andrews Mountlake Terrace, WA	32:04
Neil Wheeler San Francisco, CA	48:32
Jacque Corry Montgomery, TX	58:32

BUGS BUNNY RABBIT RAMPAGE

Best Ranking at the end of the game.

Jason Lizarraga Murrieta, CA	Super Rabbit
Hazel Johnson Boston, MA	Super Rabbit
Doug Olsen Cleveland, OH	Super Rabbit
Drew Houghton Reno, NV	Super Rabbit

DUCK HUNT

Best Scores.

Tom Cheng North Highlands, CA	999,900
Ben Hauf Moline, IL	999,800
Daniel Krause Wilmington, DE	382,500
Steve Evans Salt Lake City, UT	352,500
Kris Stanley Chicago, IL	338,200

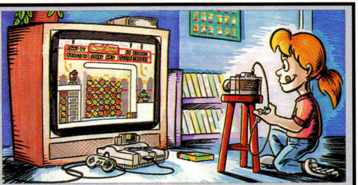
QIX

Best Scores.

Laurie Liley Vandervort Torrence, CA	644,184
Julie Brawnson Tucson, AZ	620,490
Paul Derby Reading, PA	510,930
Carol West St. Petersburg, FL	490,420

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo to qualify. Nintendo is not responsible for lost or late mail. All decisions are final.



Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

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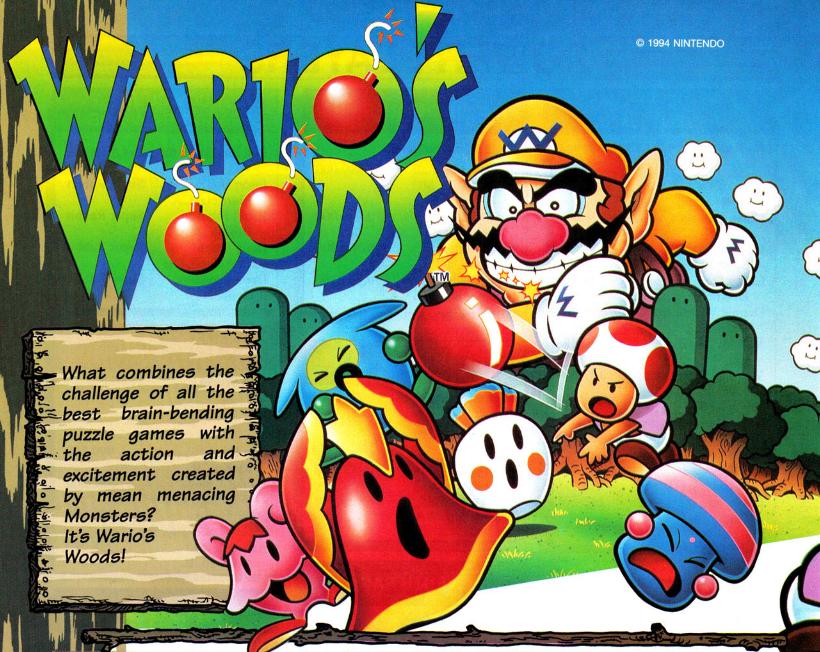
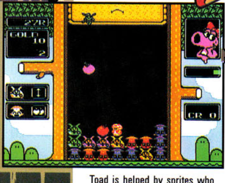
WARIO'S WOODS™



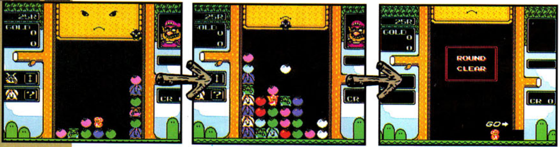
What combines the challenge of all the best brain-bending puzzle games with the action and excitement created by mean menacing Monsters? It's Wario's Woods!

WARIO'S PUZZLE GAME

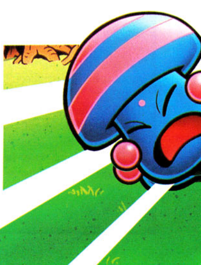


Toad is helped by sprites who drop Bombs in order to blow up Monsters.

New from Nintendo comes the latest installment in the celebrated line of puzzle games with a Mario theme. Wario, Mario's evil counterpart, was first seen in Super Mario Land 2 when he attempted to take over Mario's castle. He made a bold return in Wario Land. Toad, a.k.a. the Mushroom Retainer, is the humble hero, matching the evil machinations of Wario. With the variety of moves and strategies, Wario's Woods is the best of Tetris, Dr. Mario and Yoshi combined into one!

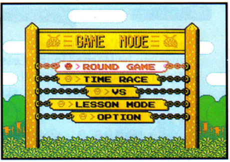


Wario's main goal is to clear each stage of its Monsters. Monsters may be blown up in a variety of ways by using carefully placed Bombs. After each stage, Toad is rewarded with several gold Coins.

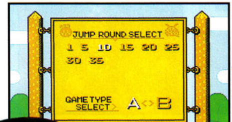


A VARIETY OF OPTIONS

Wario's Woods offers a variety of game play options before the action ever begins! This way, players can create conditions that are the perfect challenge for their skill level. Select the Option menu to enter in players' names. Here is where you can view the overall player rankings, as well. Does it seem like a lot of thought has gone into this puzzle game? It's true—the Option menu even allows you to save and erase the times and rankings you've worked so hard to accomplish!

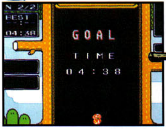

GAME MODE
ROUND GAME
TIME RACE
VS
LESSON MODE
OPTION

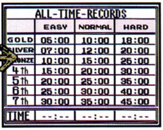
ROUND GAME


JUMP ROUND SELECT
1 5 10 15 20 25
30 35
GAME TYPE SELECT
A <> B

For the experts in the bunch, the Round/Game Option Menu allows you to skip to the advanced levels right away. Here is where one may choose the A or B Games, as well.

TIME RACE


N 2/2
BEST
04:38
GOAL
TIME
04:38



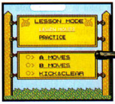
ALL-TIME-RECORDS

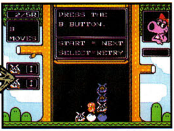
	EASY	NORMAL	HARD
GOLD	05:00	10:00	18:00
ILVER	07:00	12:00	20:00
ONZE	10:00	15:00	25:00
4th	15:00	20:00	30:00
5th	20:00	25:00	35:00
6th	25:00	30:00	40:00
7th	30:00	35:00	45:00
TIME	--:--	--:--	--:--

Not only is it a challenge to clear each stage of Monsters, you're going to have to be quick about it! The fastest times make it on to the board of All-Time Records. Practice makes perfect!

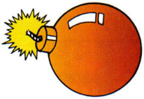
LESSON MODE

Feeling a bit rusty with the Control Pad? It's not a problem if you take advantage of the handy Lesson Mode. You'll be able to walk through sample stages step by step, and learn all of the secrets of Wario's Woods.

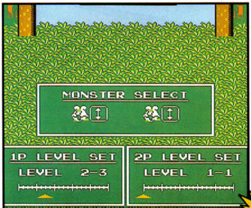

LESSON MODE
LEARN MOVES
PRACTICE
A MOVES
B MOVES
KICK&CLEAR


2/5R
B
MOVES
PRESS THE
B BUTTON.
START = NEXT
SELECT = RETRY

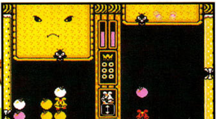
TWO-PLAYER BATTLE

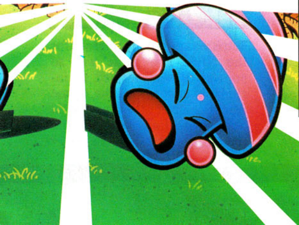


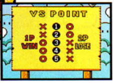
Two-Player Battle Mode is a great way to get a friend in on the Monster-bombing action. If you're a Wario's Woods expert, you can give your friend an advantage by setting the handicap. You can start at a higher level while your friend can start at the beginning. Also, you can select Monsters that can only be beaten by placing Bombs in a certain order. He who clears the Monsters first, laughs last!


MONSTER SELECT
1P LEVEL SET
LEVEL 2-3
2P LEVEL SET
LEVEL 1-1

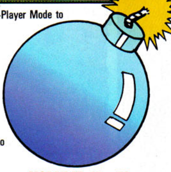
Customize the options in Two-Player Mode to meet your needs.






VS POINT
1P WIN
2P LOSE
1
2
3
4
5

It's a three out of five series, so you'll have a few chances.

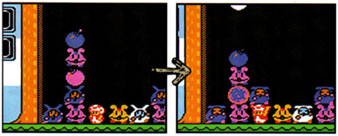


SOME TECHNIQUES

Many of Toad's useful piece-placing techniques can be learned in the Lesson Mode, but you'll discover many others on your own as you become more skilled as a player. Unlike other puzzle games, Toad performs a wide variety of moves with different combinations on the Control Pad. Read on for suggestions.

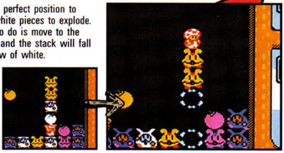
PULL OUT A PIECE

Toad sees an opportunity to get rid of some pink Monsters. All he must do is grab the blue Monster up and to the left. This will cause the others on top to fall, and the pink Monsters and Bomb will explode.



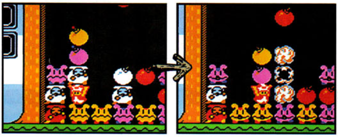
GET IN & GET OUT

Toad is in a perfect position to cause the white pieces to explode. All he has to do is move to the top quickly, and the stack will fall to form a row of white.



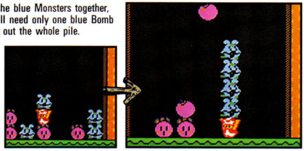
BRING MANY PIECES

Sometimes it's necessary for Toad to pick up more than one piece at a time. He is strong, and can carry a whole stack. Just moving a stack can cause an explosion.

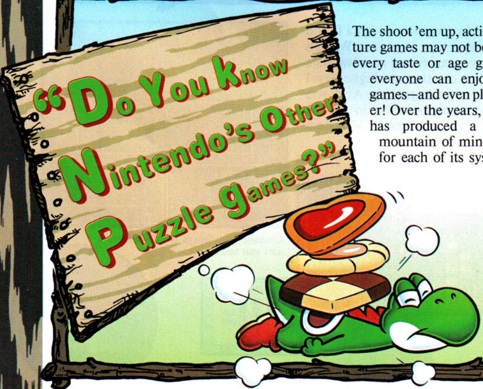


CLEAR PIECES

Stack the blue Monsters together, so you'll need only one blue Bomb to take out the whole pile.

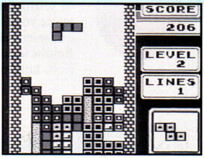


"Do You Know Nintendo's Other Puzzle games?"



The shoot 'em up, action-adventure games may not be right for every taste or age group, but everyone can enjoy puzzle games—and even play together! Over the years, Nintendo has produced a veritable mountain of mind-benders for each of its systems.

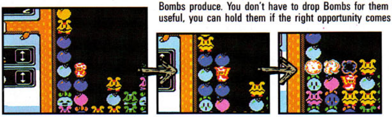
1989
TETRIS



Tetris was originally released for the NES. The game was so popular, it was decided to include a version with the Game Boy. The object is to form solid horizontal lines across the screen using random shapes.

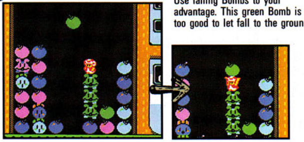
JUMP & MAKE A LINE

Unlike the Monsters, Toad is immune to the devastation the Bombs produce. You don't have to drop Bombs for them to be useful, you can hold them if the right opportunity comes up.



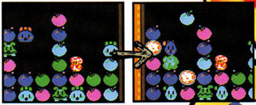
A MID-AIR CATCH

Use falling Bombs to your advantage. This green Bomb is too good to let fall to the ground.



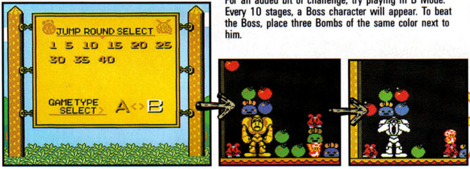
JUST GIVE IT A KICK

The row you make can be diagonal as well and horizontal and vertical. Here, Toad can kick the green Bomb and cause two green Monsters to explode.



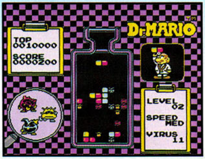
VS. BOSS CHARACTER

For an added bit of challenge, try playing in B Mode. Every 10 stages, a Boss character will appear. To beat the Boss, place three Bombs of the same color next to him.


JUMP ROUND SELECT
1 5 10 15 20 25
30 35 40
GAME TYPE SELECT
A <> B

1990

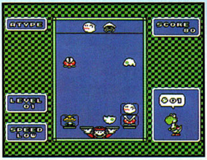
DR. MARIO


Dr.MARIO
TOP 0010000
SCORE 0000200
LEVEL 02
SPEED MED
VIRUS 11

Dr. Mario took the Tetris theme to an entirely new level by adding nasty Viruses. The only way to stop them is to place colored Vitamins on the Virus to form a row of three of the same color. Away they will go!

1991

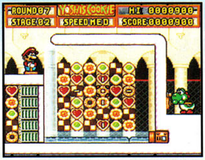
YOSHI


A TYPE
SCORE 80
LEVEL 01
SPEED LOW
01

Having risen to stardom from his debut in Super Mario Bros. 3, Yoshi challenges you in his very own Puzzle game. With Mario's help, it's your job to match falling picture pieces. It's a great choice for kids!

1994

YOSHI'S COOKIE


ROUND 07
STAGE 02
YOSHI'S COOKIE
SPEED MED
HI 0000900
SCORE 0000900

Yoshi's Cookie takes the adorable graphics of the original puzzle game, and adds a whole new dimension with the ability to manipulate the pieces that have already fallen. Try Vs. and Puzzle Mode, too!

FRAME IT CONTEST Winners

AND THE WINNERS ARE. . . .

When you plug a Game Boy Game into the Super Game Boy, a incredible transformation takes place. When a game is Super Game Boy Enhanced, it may include colors or special borders that make the game even better. If the game hasn't been Enhanced, like most older games, it will take a little creativity to make the Super Game Boy work to its full potential. Players can pick from several color palettes and special borders, or they can customize their very own borders. In Volume 62 of Nintendo Power, players had a chance show off their talent by sending us their best custom boarders. As the entries started rolling in, we found that almost every single border was a masterpiece! We didn't have room for all of the winning borders, but here are a few of the standouts. Congratulations to all of our winners!

Winners Not Shown

Holly Atkinson
Panama City, Fl
The Legend of Zelda: Link's Awakening

Paul Boren
Provo, UT
Snoopy's Magic Show

Michael Colina
Hialeah, FL
Super Mario Land 2—6 Golden Coins

Austin Cornelius
Calgary, AB
Baseball

Ryan Cornelius
Calgary, AB
Bugs Bunny

JP Cratty
Galesburg, IL
Kirby's Pinball Land

Mark Doliner
Raliegh, NC
The Legend of Zelda: Link's Awakening

Kurt Fanslow
Katy, TX
Balloon Kid

Patrick John Fenton Jr.
Bridgeport, CT
Battleship

Jeff Gauthier
Manitowoc, WI
The Legend of Zelda: Link's Awakening

Nicholas Guerette
Portsmouth, NH
The Legend of Zelda: Link's Awakening

Robert Hoover
East Freedom, PA
Tetris

John Klimiuk
Palm Harbor, FL
Super Mario Land 2—6 Golden Coins

Matthew Klundt
Gackle, ND
Spot: The Cool Adventure

Dan Korensky
Grand Island, NE
The Legend of Zelda: Link's Awakening

Matt Linder
Antelope, CA
Sword of Hope

Matthew Lowry
Lexington, KY
The Legend of Zelda: Link's Awakening

Christian Mangs
Boca Raton, FL
Kirby's Pinball Land

Jerry Macgillis
North Ridgeville, OH
Star Trek

Michael McMahan
Centerville, IN
The Legend of Zelda: Link's Awakening

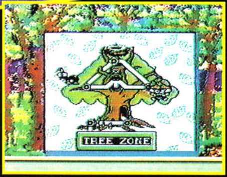
Jeremiah Moree
Barnhart, MO
The Legend of Zelda: Link's Awakening

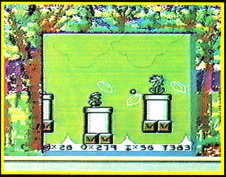
Ben Miller
Honor, MI
4-in-1 Funpak

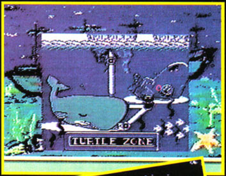
Savvas Papadopoulos
Sandwich, MA
Star Trek: The Next Generation

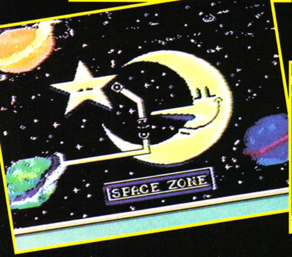
Joe M. Pence
Ft. Campbell, KY
The Legend of Zelda: Link's Awakening

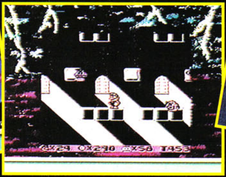
CLARK OTTO PRODUCTIONS
PRESENTS

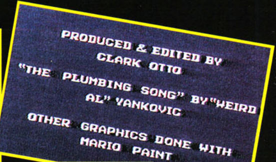











PRODUCED & EDITED BY
CLARK OTTO
"THE PLUMBING SONG" BY "WEIRD AL" YANKOVIC
OTHER GRAPHICS DONE WITH MARIO PAINT

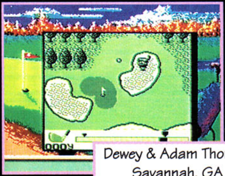
Clark Otto
Sankville, WI

METROID II
RETURN OF SAMUS
START
©1991 Nintendo

Josee LaPlante
Cornwall, ON

DRIVE-IN
SCORE
0031600
TIME

Patrice Thomas
Savannah, GA



Dewey & Adam Thomas
Savannah, GA

SCORE 190097

Russell Young
Gaithersburg, MD

Liegh Newmark
Miami, Florida

Richard Powell
Stockton, CA
Tetris

Eric Roboin
Shutesburg, MD
Wario Land: Super Mario Land 3

Eddie Simons
Darby, PA.
Metroid II: Return of Samus

Brian Sheil
Medford, NY
TMNT: Fall of the Foot Clan

Kevin Spalding
Kissimmee, FL
Legend of Zelda: Link's Awakening

Natalie Swain
Winnipeg, MB
DuckTales

B.J. Tomiko
Manitique, MI
Final Fantasy Legend III

Cody Walton
Kenner, LA
Mortal Kombat

Daniel Weltz
Long Beach, CA
Donkey Kong

Stephen Weltz
Long Beach, CA
Kirby's Dream Land

Drew Willcoxon
Conyers, GA
Kirby's Dream Land

Michael Zimmerman
Danville, PA
Super Mario Land
Donkey Kong
Kirby's Pinball Land

Sully Manikhong
Newark, VA

Joanna Chivers
Kelowna, BC

START
INFO
SOUND ON

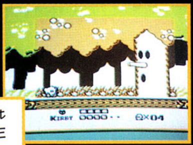
Carl Lucchese
New Paltz, N.Y.

LIVES 02
SCORE 003000
TIME 87

Pietra Gall & Melanie Watson
Lethbridge, AB

Jesse Ratterree
Troy, MI

Sandy Plantinga
Hamilton, Ontario


KIRBY 0000
×04

Mark Strobert
Wilmington, DE

GAME START
PASS WORD
© CAPCOM 1992
© CAPCOM U.S.A., INC.
1992

Benjamin Cline
Arcadia, FL

Code Name:

VR 32

unique

immersion

technology

prototype

The latest advance in high tech

You've heard the rumors and you've read the press releases--Nintendo announces 32-bit video game system for April 1995! Now Power brings you the first report based on actual game play of the new, as-of-yet unnamed VR 32 system. But before we talk about what the VR 32 can do, here's a few facts about what it is. The VR 32 is the first stand alone, high tech, 32-bit, 3-D gaming system for the mass market in the world. At an expected retail price of $200, it will be affordable to everyone. The only remotely comparable products are VR goggles for PCs that cost between $500 to $1000 and still require an expensive computer to run the software. The VR 32 software will exist on Game Paks. You'll insert them just like plugging in Super NES games. And yes, it can also be portable, but it's not a big Game Boy. It's totally unique. Here's how.

Looking into the VR 32's viewers is like entering a world out of science fiction. The sense of real 3-D space is the most striking phenomenon.

A NEW WORLD OF 3-D GAMING BEGINS NOW

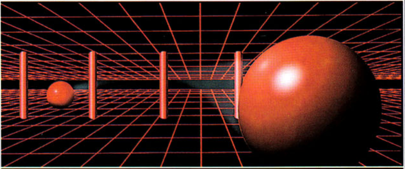
video games is approaching from out of the depths of the human imagination.

Don't expect the shallow depth of holograms or printed 3-D effects, but a true stereo image in high-resolution red and black. The depth seems totally real, like stepping into a miniature world. Objects and characters have fullness. They turn and move in three dimensions. The red and black images give the virtual world even more of a sci-fi look. And the smoothness of the animation is beyond anything you've seen--well, other than reality itself.

WORLDS IN 3-D

"THE DEPTH OF THE 3-D IMAGE OPENS UP WORLDS OF POSSIBILITY."

Looking into the VR 32 world is kind of like looking through binoculars. In binoculars, each eye looks through a different lens, but you only appear to see one image. The two screens of the VR 32 also appear as one image although each eye is focused separately. This is how the depth of the image is created.



The images on these pages were computer generated to give you an idea of the types of views that are possible on the VR 32. But as good as these images are, they can't convey the sense of actual space that you get when you play the VR 32 system. For that, you'll have to try it yourself this spring when it is released.

Games for the VR 32 system will certainly seem more realistic, but even more exciting is the new gaming experience that such realism opens up for players. Controlling a character in a 3-D environment is a much more involving activity than playing in a 2-D, side-scrolling world. In a 3-D environment, you have three axes around which the view rotates. As a consequence of the added complexities, the designers of the VR 32 at Nintendo's R&D 1 development group had to create a unique controller that allows players complete 3-D spatial movement. Depending on the game, you may have to move in three directions at once. Imagine attackers closing in on your character from any direction. Perhaps the only escape is to jump backward, up and farther into the distance while returning fire forward, down and out of the screen toward the enemy. Are you ready for this level of intensity?

REALITY TAKES A BACK SEAT

"IT'S A JOY RIDE IN SPACE."

The promise for flight and driving sims with the VR 32 is awesome. With animation this smooth, you don't get any of the rough edges and angles often associated with polygon figures in games like Out of This World. Both first person (in the cockpit) and removed perspectives are ideally suited to the powerful 3-D system.

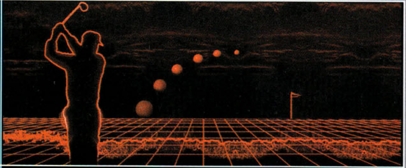
Although this computer generated depiction of space flight shows the craft warping into the screen toward a distant vanishing point, the same craft in the actual VR 32 would be able to swing around and fly back toward you. It would roll, pitch and loop-the-loop with the smoothness of an interstellar manta ray.

For the new generation of VR 32 games, this 3-D view will mean almost infinite possibilities. The prototype software we played involved traditional categories of gaming, but each was expanded and became a new experience by virtue of the VR 32's extraordinary 3-D, its special effects and its flawless animation. One of the most promising demonstrations was of a spaceship soaring in a virtual universe. The futuristic craft flew through the starry void in graceful arcs without any directional limits as in corridor flyers like Star Fox. With the power of the 32-bit processor and exceptional image resolution, the polygon craft had none of the flatness of traditional polygon images. It was smooth and full. To tell you the truth, it was almost like watching an actual ship cruising in its own miniature universe.

YOU'RE IN THE GAME

"IT PUTS THE PLAYER INTO VIDEO SPORTS."

The 3-D golf course seen here is a computer graphic depicting a possible viewpoint for VR 32 sports games. The bottom photo on the opposite page also gives you an idea of how immersive this technology can be. With certain viewpoints, you practically step into the picture.



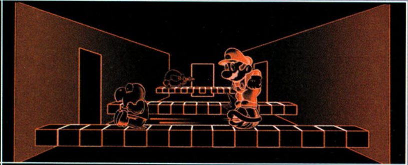
Since three dimensional worlds exist mathematically in the VR 32, the system can track balls and players with absolute precision and it can create a perspective that makes the game imitate reality in ways that conventional video game systems cannot.

The potential for 3-D sports games on the VR 32 is virtually unlimited. No matter what angle you use in a traditional 2-D sports game, you can't fully recreate the feeling of passing, hitting, running and throwing that comes from actually playing a sport on a court or field. Depth perception combined with eye-hand coordination is one of the most critical skills in most sports. In football and basketball, judging the angle, speed and distance of a pass is a process that requires complex 3-D visualization. Judging distances and angles is critical to other sports like golf, baseball, tennis, hockey, and driving games also require many of these same skills. But the realism of the VR 32's 3-D goes beyond control, because it can put you into the game and immerse you in the experience of racing down court and passing off to a teammate or looking over an offensive line of 300 pound linemen for an open receiver down the field. This is the experience that video sports fans have wanted for years, and soon they will have it.

CLASSIC VIEWS

"THE DEPTH IS ALSO IN THE GAME PLAY."

Adventure and action games may never be the same once the depth of the VR 32 demonstrates to players how much more involving a 3-D world is than many traditional video game views. This computer illustration is not taken from the VR 32 demo, but it gives the idea of depth in a classic platform game.



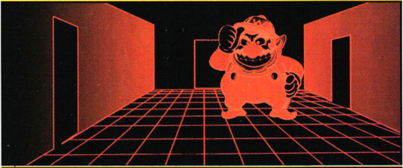
The upcoming Ultra 64 will dazzle players with the most brilliantly rendered graphics available, but the VR 32 plays another role, by ushering in the era of 3-D, immersive gaming. Some of the earliest games will probably look similar to this picture, bringing familiar characters and styles of play to a 3-D world.

Even traditional genres of video games like the side-scrolling platform game take on new life when they are given depth in the VR 32. One of the most impressive demo programs we checked out includes a Super Mario World type environment with paths leading back into the distance. You can move your character along any of the pathways, jumping, stomping, etc., just as in a regular platform game. The depth makes the environment more realistic, but the biggest addition is to the game play, because there is so much more to explore. In the demo, not only had the designers added layers of exploring depth to the game, they mixed types of game perspectives. Popping into one door led our Mario character into a top-down view similar to that in Zelda games, only the dungeon room suddenly had true depth.

SPATIAL EFFECTS

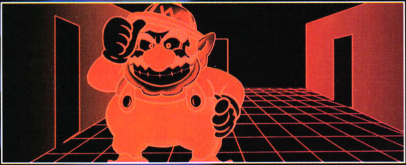
"IN YOUR FACE GRAPHICS."

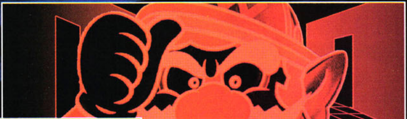
How would you like to meet Wario in person, face-to-face, eye-to-eye? This kind of personal contact will be possible with the VR 32. The 32-bit processor scales the detailed images like the one in this computer art with such smoothness and speed that you'll think it's really moving toward you.

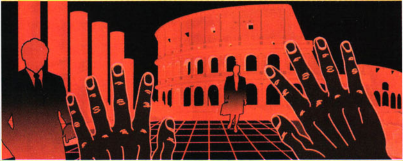


Our artist's conception below, a first-person perspective on the VR 32, may seem surreal with its faceless people, but the reality will certainly exceed all our fantasies. The first games we saw included one boxing demo from this perspective. The dodging and punching were similar to Super Punch-Out!, but the depth was at arm's length.

One of the coolest parts of having a system provide such incredible 3-D is that you can create so many new perspectives. Moving around the world in a smoothly scrolling first-person perspective may be the most immersive technique. Current games like Doom that create worlds in this perspective have proven to be incredibly popular. But with the VR 32, the perspective and speed of scrolling will raise this kind of game to a new level of excitement. Beyond first person perspectives, though, the VR 32 excels at other effects, like characters scaling quickly to huge proportions as they rush at you out of the 3-D distance. If you like a little punch in your games, the VR 32 can provide the glove, the fist, and the right hook.







UNVEILING THE VR 32: NINTENDO POWER BRINGS YOU THE LATEST BREAKING NEWS ON THE HOTTEST FUTURE SYSTEMS.

Next Month, Nintendo Power will report on the technical aspects of the system including its unique screens, its highly specialized controller, sound system, portability and peripherals. In the months following that, we ll exclusively debut the initial games for the VR 32. Just prior to press time, it was announced that the new VR 32 system will be named Virtual Boy™ when it is released world-wide in April 1995.

SAMURAI SHODOWN™

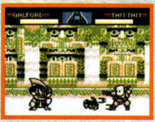
© SNK 1993
Reprogrammed © Takara 1994

THE BEST FIGHTERS BATTLE IT OUT

Samurai Shodown, by Takara, brings the action of the arcade favorite to the Game Boy format. Smooth play control and a wide selection of fighters make this game worth checking out, especially if you have a Super Game Boy.

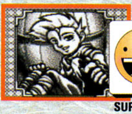
TWO-PLAYER BATTLE

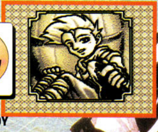
You can play the two-player mode of the game with two Game Paks and a Game Link cable, or you can both play when you use the Super Game Boy. Either way, the fight rages on!



COLOR SAMURAI

The default Super Game Boy palette is an improvement on the normal black and white colorings, but you may find a custom palette you like better. Experiment with the colors for yourself.





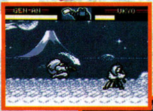
SUPER
GAME BOY

THE FIGHTERS

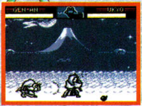
Each of the Fighters in Samurai Shodown have different skills and abilities that make them formidable opponents in the tournament. Check out all of the fighters and practice some of the special moves so you can find which fighter best fits your skill level and style of fighting. Good luck and good fighting!

GEN-AN

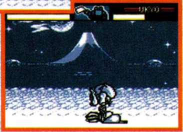
Gen-an is a warrior of the magical Shiranui tribe. Although his body looks twisted and deformed, his sharp talons can tear any opponent to shreds. In addition to his claws, Gen-an can tap into his magical abilities, adding to his power.



Press Toward your opponent, Down, Down/Toward and the Slash Button to do the Slasher Spin.



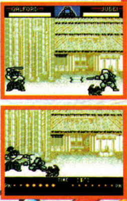
Press Down, Down/Toward, Toward and Slash to do the Poison Cloud Puff.



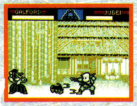
If you find yourself right next to your enemy, push against them and hit the Slash Button to perform the Drill Attack.

GALFORD

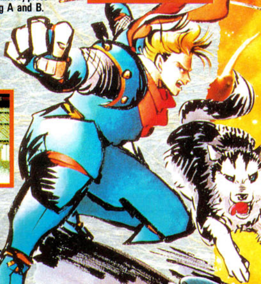
Galford is the all-American hero. He's strong, honest, and even likes dogs! The only things that Galford hates are the forces of evil. With his trusty dog, Poppy, at his side, Galford sets out to banish the evil from his country. It will take a powerful warrior to accomplish such a worthy task.



If an enemy is charging you, throw a Plasma Blade, then follow it with a Spin-Attack by pressing A and B.

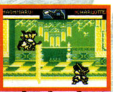


Poppy can help you out if you press Away, Down/Away, Down, then the Slash Button.

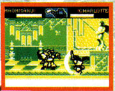


HA-OH MARU

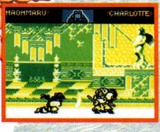
Ha-Oh Maru is a true samurai warrior. After years of training, he stands ready to test his skills against any foe. The edge of his Fugu Blade cuts deep, so you had better be careful when you face this fierce competitor.



Press Down, Down/Toward, Toward and Slash for the Cyclone Slash.



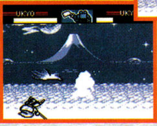
Press Toward, Down/Away, Down, Toward and Slash for the Crescent Moon.



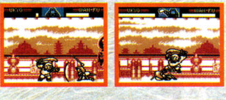
If you need to reach extra far to hit your enemy, press the A and B Buttons at the same time and Ha-Oh Maru will slash with his blade.

UKYO

Ukyo Tachibana fights exclusively for the glory he receives when he wins. Because he tends to be a bit of a showoff, his special attacks look better than they work. But don't forget, intimidation can sometimes win the battle.



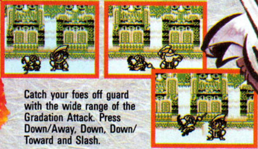
Jump toward your opponent then press Down/Away, Down, Down/Toward and Slash to do the Swallow Swipe.



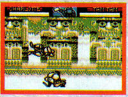
Press Down, Down/Away, Away and Slash to do the Snowfall Slash. Press Down and B together to do a forward slide.

CHARLOTTE

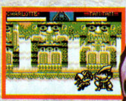
The common folk of France support their beloved hero, Charlotte. She is a strong and ruthless fighter who wields a quick sword. She is fairly strong offensively, but her moves work best when used defensively. She is a good fighter for beginners.



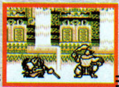
Catch your foes off guard with the wide range of the Gradation Attack. Press Down/Away, Down, Down/Toward and Slash.



Instead of a normal kick move, Charlotte uses a Shoulder Slam.



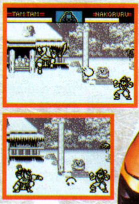
Press the Slash Button repeatedly to perform the Slash Fount move.



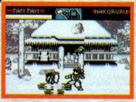
Pressing A and B together will cause Charlotte to use a Triangular Slashing Attack.

TAM-TAM

The blood of Mayan warriors runs through the veins of this South American Fighter. Tam-Tam also has control over ancient magic that can severely damage his enemies. When using Tam-Tam, take advantage of his various long distance attacks.



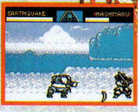
Sweep across the bottom of the Control Pad in either direction and hit Slash to throw a fireball.



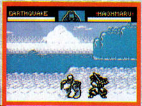
Press Down, Down/Away, Away and Kick to perform the Puguna Dios spinning attack.

EARTHQUAKE

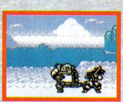
This heavyweight warrior may be slow, but his hits can be devastating when they connect. Earthquake is one ninja who is not afraid to throw his weight around, so watch out!



Throw your sickle by pressing the A and B Buttons at the same time.



When you jump, hold Down and press Kick repeatedly to squash your foe.

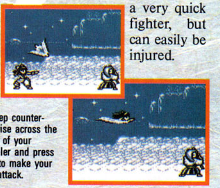


Your Kick doesn't have a very long reach, but it hurts when it connects.

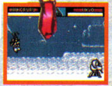
Earthquake may not be very pretty, but he can be tough to beat if you're new to the game.

NAKORURU

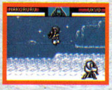
A kind-hearted young woman, Nakoruru, fights in a never ending struggle to save the environment. Assisted by her faithful eagle, Mamahaha, she can attack her enemies from the air or from the ground, keeping them always off guard. She is a very quick fighter, but can easily be injured.



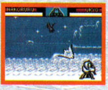
Sweep counter-clockwise across the bottom of your Controller and press Slash to make your eagle attack.



Press Down, Down/Away, Away and Kick to grab a hold of your eagle.



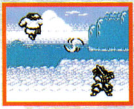
Move over your enemy while the eagle is carrying you, and get ready to attack.



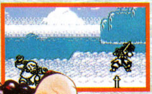
Press Toward your foe and hit the Slash Button to finish off your attack.

WAN-FU

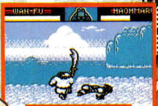
Although this warrior looks like a huge barbarian, his gentle nature makes him a popular hero in his native China. His powerful attacks can make short work of evil enemies.

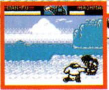


Press Down, Down/Away, Away and Slash to throw the Confucius Thunder Bomb.



After you throw the Thunder Bomb, you'll need to go back and collect your sword before you get into trouble.

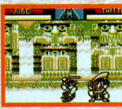




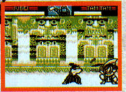
Press Toward, Down, Down/Toward and the Slash Button to perform the Confucius Whirlwind. This powerful attack will drop most enemies.

JUBEI

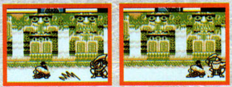
Jubei Yagyu follows the teaching of Bushi, and can expertly wield two swords in battle. He is slow but tough.



Press Toward, Down, Down/Toward and Slash to use the Tsunami Saber.



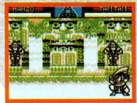
Repeatedly press the Slash Button to halt your foe with the Saber Thrash attack.



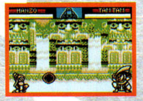
Press Down, Down/Toward, Toward and Slash to use the Geyset Thrust. Press A and B for a two-handed attack.

HANZO

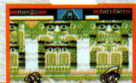
Hanzo Hattori is a cold and ruthless Iga Ninja. He is both feared and admired by his enemies, and none of them relish the thought of fighting him. His search for his son's killer has driven him into this tournament, and he will not stop until he has found revenge.

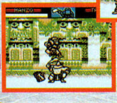


Press Toward, Down/Toward, Down, Down/Away, Away, A and B to Teleport.



Hold Away from your opponent, then press Toward and Slash to throw the Exploding Dragon.

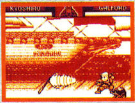




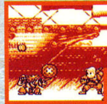
Press Down, Down/Toward, Toward and Slash for the Flying Spikeball. Press A and B for a Spin Attack.

KYOSHIRO

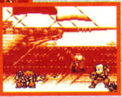
The son of a famous Kabuki actor, Kyoshiro Senryo enjoys the limelight that goes with tournament fighting. If you are facing him in battle, watch out for his flashy but effective style of combat.



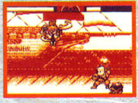
Press Down, Down/Away, Away and the Slash Button to do the Jumping Lion.



Press Down/Away, Down, Down/Toward, Toward and Slash for the Twirling Fan.



Down, Down/Away, Away and Slash for the Whirlwind Fan.



Press Toward, Down/Away, Down, Down/Toward and Slash to perform the Kabuki Dance.

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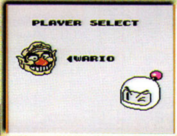
WARIO BLAST

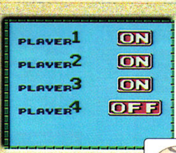
FEATURING BOMBERMAN*!

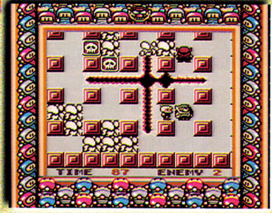
Wario vs. the Bomberman–what an explosive battle!

PICK YOUR FAVORITE BAD GUY!

So what happens when Wario muscles in on the Bomberman's turf? You get a fight, that's what! Ever since Wario learned how to use a bomb (see Wario's Woods) he's been itchin' for a chance to use that skill. Wario Blast combines the efforts and characters of both Nintendo and Hudson Soft to create a Game Boy game with all of the excitement of the other Bomberman games plus a few extra treats! For an added bonus, plug Wario Blast into a Super Game Boy. You'll not only find enhanced color graphics, but you can also use a four-player adapter to play a challenge match against three of your friends! The normal mode of the game is very similar to the original Bomberman games, but you will discover a whole new range of Power-Ups to improve your bombing fun.

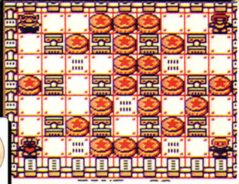



PLAYER1 ON
PLAYER2 ON
PLAYER3 ON
PLAYER4 OFF



When you play a two-player game, it's all-out war over the Game Link cable!

4-PLAYER!



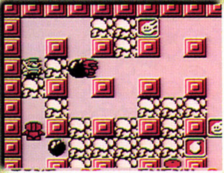
SUPER GAME BOY

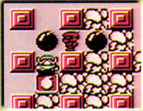
Use the Super Game Boy and a four-player adapter to challenge three friends to a match.

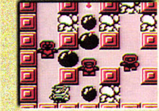
ROUND 1
NORMAL ZONE

At the beginning of the game, there aren't any special tricks for you to learn—or watch out for! Your objective is to bomb the enemies while avoiding the bombs yourself. Pick up all the Power-Ups to make your job easier.

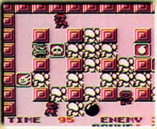
BASIC TECHNIQUE







Try to drop your bombs so they trap your enemies. Trap the other bombers in a corner, or blast them from every direction.

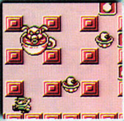


THREE ENEMIES

You'll have to fend off three enemies in the third round. Avoid them for as long as possible, so the bombers destroy each other.

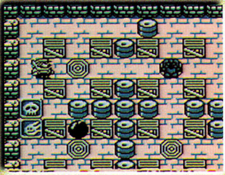
CUP KING

At the beginning of the Boss Round, quickly run around collecting the Power-Ups, then hit the boss with three bomb blasts. Blow up anything that gets in your path!



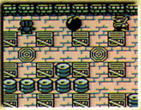
ROUND 2
WARP ZONE

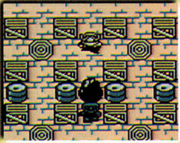
The Warp Zone stage has new features that you can use to your advantage—Warp Holes! When you drop into a Warp Hole, you will warp to a different section of the board. You're invincible while you are in the Warp Holes, but so are your enemies.



KICK THE BOMB

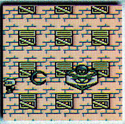
After defeating the first boss, you receive the Kick Power. Run into a bomb to kick it across the screen. You can also stop the bomb by pressing the B Button.



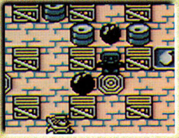


TOP MAN

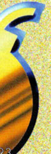
As long as you keep moving around, Top Man won't stop. The trouble is, you can't hit him when he's moving. Drop a bomb then stop when he lines up with your bomb.



WARP HOLE TRAP!

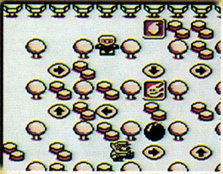


If you place a bomb between two Warp Holes you can catch your enemy when he exits from a warp. Move quickly and catch the bombers off guard.

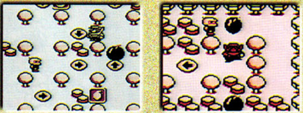


ROUND 3
ARROW ZONE

The Arrow Zone contains Bomb-Directing blocks that can help or hinder you in your fight. When you kick a bomb, notice which way the arrows are pointing. When the bomb runs over an arrow it will change direction and keep on going. You carry two Powers into the battle with you, so learn them well and use them to your advantage.

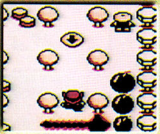


ESCAPE!



You can still kick bombs when you get to this stage so don't forget this if you get trapped. One kick and you can escape!

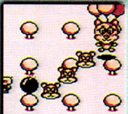
HIT & RUN



You can run away from your enemies when you use the Dash Power. Hold the B Button to speed up and get out of danger.

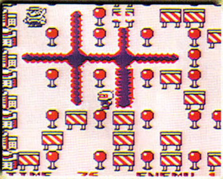
T-BEAR

You'll need to hit this evil T-Bear with four bomb blasts instead of the usual three. If the little bear heads are giving you trouble, then bomb them!

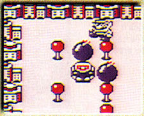


ROUND 4
FIRE ZONE

You had better keep running when you reach the Fire Zone. The fuses on the bombs are shorter than before, so your timing will be way off! If you don't run as fast as you can, you'll get blasted by your own bomb! As a last resort, you can dive into a Warp Hole.

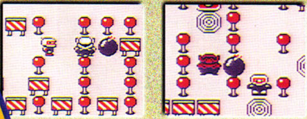


WARP & BOMB



If you want to keep your enemies off guard, take advantage of the bombs' short fuses. Dive into a nearby Warp Hole, drop a bomb on the other side, then dive into the Warp Hole again. You'll blast everything near the Warp Hole and be safe from your own attacks. This works best when you keep the Dash Power activated.

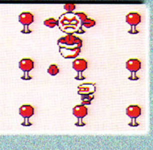
A STUNNING BLOW



The Dash Power can be used as an attack from the fourth round on. If you Dash into enemies, you'll stun them for a few seconds. If you drop a bomb, they're out of there!

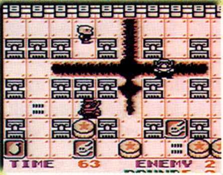
P-FLOWER

Keep the B Button pressed throughout this Boss Stage so you can surround the boss with bombs. If you keep dropping bombs on each side of the boss, you'll beat him in no time at all!

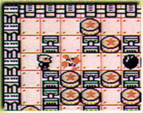


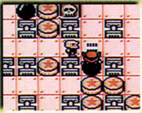
ROUND 5
COMA ZONE

The Coma Zone is so named because of the hidden Gas Vents in the floor. If you are standing on a vent when the gas comes out you'll be stunned for a few seconds, giving your enemies a chance to blast you!

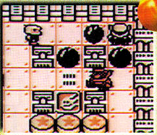


GAS ATTACK





Drop a bomb on a Gas Vent to make the fumes shoot out. If you get your enemies to run through them, they'll be stunned and at the mercy of the bombs!

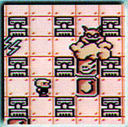


LINE BOMB ATTACK

If you quickly tap the A Button twice you'll drop an entire line of bombs,--if you've picked up the Power-Ups to do it.

THUNDER CLOUD

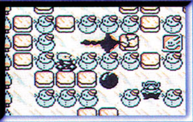
Watch out for the lightning bolts when you take on this boss, or else you'll get fried! Surround him with your bombs, then let him have it.

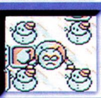


MORE TO COME

ROUND 6

The Ice Zone can give an unsuspecting Bomberman a slippery time. Remember that it's tough to escape on the ice, so be prepared.

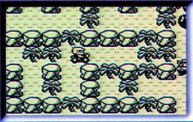


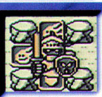


Strangely enough, this bug-like enemy seems to absorb your bomb blasts. How do you defeat a fire-eating enemy? Overfeed him! Quickly catch the boss in a crossfire of your bomb blasts so it explodes from all the extra fire.

ROUND 7

Once again the bombs have short fuses, so you'll need to keep running wherever you go. There is also an hidden easter egg in this level, so start looking.

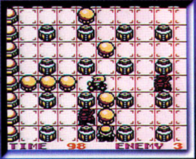




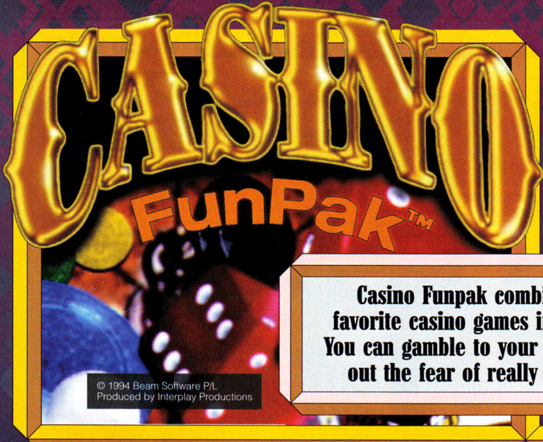
Watch out for the boss' shield--it's bomb-proof! You'll need to drop bombs all around this boss so you can hit him from behind. Keep running and dropping those bombs!

ROUND 8

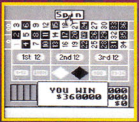
Welcome to the Power Zone. Everything is completely Powered-Up so you better watch your own bombs as well as your enemies.



Who's waiting for you beyond here? The Mad-Bomber himself! We're going to leave this guy for you to beat, so good luck!


CASINO
FunPak™

© 1994 Beam Software P/L
Produced by Interplay Productions

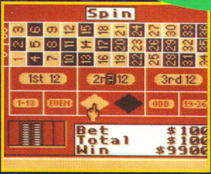

Spin
1st 12
2nd 12
3rd 12
YOU WIN
$360000
$0

SUPER GAMEBOY
PALETTE 1A

Although Casino Funpak is not Super Game Boy enhanced, the added power of your Super NES makes the game easier to see. You can even make your own Vegas-style border.

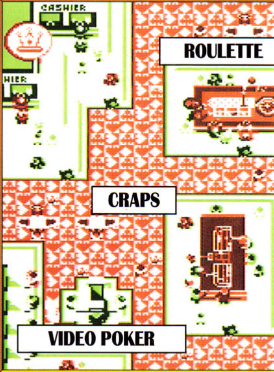
Casino Funpak combines five of your favorite casino games into one Game Pak. You can gamble to your heart's desire without the fear of really losing your cash.

ROULETTE


Spin
1st 12
2nd 12
3rd 12
1-18
EVEN
ODD
19-36
Bet $100
Total $100
Win $9900

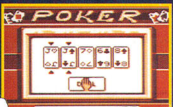
The game of Roulette is fairly basic, but the betting odds can be confusing. In order to win, you only need to guess where the ball is going to end up on a 38 slot wheel. If you're right, you win. Try betting on one number and back it up with a color bet.

The betting odds can be confusing in Roulette, so be careful not to bet more than you could possible win in one bet.

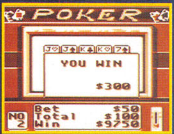

CASHIER
ROULETTE
CRAPS
VIDEO POKER

VIDEO POKER

Playing Video Poker well takes a good knowledge of poker hands but requires little of the other poker playing skills. When the cards are dealt, select the cards you want to keep and try to improve your hand with the new cards.


POKER
Bet $50
Total $100
Win $9750
NO 2

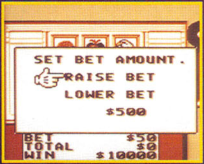
Remember, a pair of Jacks is the lowest scoring hand you can get.


POKER
YOU WIN
$300
Bet $50
Total $100
Win $9750
NO 2

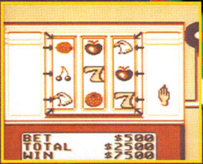
The amount of money you win depends on the hand you get and the size of your bet. A Royal Flush is the best hand you can get.

SLOTS

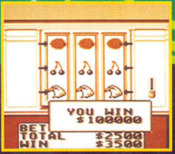
Almost anyone can play a slot machine without much trouble. You put your money into the slot, pull the handle and the rest is luck. When you play this machine, you can bet up to five times for each pull. Each time you bet, a different line will light up, improving your odds of winning. You'll receive cash for any of the lit lines that win.


SET BET AMOUNT.
RAISE BET
LOWER BET
$500
BET $50
TOTAL $0
WIN $10000

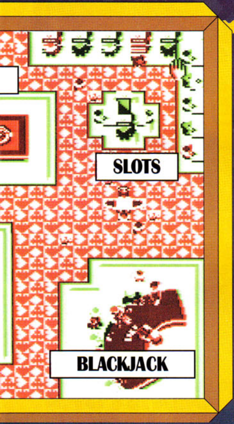
When you set your bet, don't forget you'll need to bet five times each time you play if you want to get all of the possible payoffs.


BET $500
TOTAL $2500
WIN $7500

Each time you drop a coin in the slot, a different line will light up on the slot machine. You can only win on the lit lines.

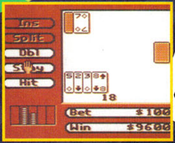

YOU WIN
$100000
BET
TOTAL $2500
WIN $3500

If winning combinations show up in more than one lit line, you'll receive cash for all of them.

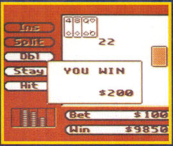

SLOTS
BLACKJACK

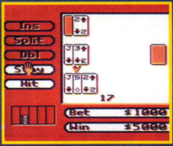
BLACKJACK

The game of Blackjack is one of the most popular gambling games in the world. The rules are simple: Get the total of your cards as close to 21 as you can without going over. On the other hand, the strategy behind the game is very complex. When deciding if you should take a card or not, remember that the dealer must draw a card when his cards total 16 or less.


Ins
Split
Dbl
Stay
Hit
18
Bet $100
Win $9600

Standard Vegas rules apply to the Blackjack game in Casino Funpak.

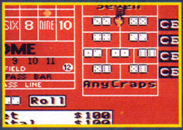

Ins
Split
Dbl
Stay
Hit
22
YOU WIN
$200
Bet $100
Win $9850


Ins
Split
Dbl
Stay
Hit
17
Bet $1000
Win $5000

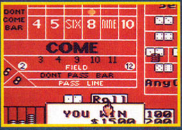
Try your favorite strategies against the computer dealer. If you're lucky, the dealer might even go bust!

CRAPS

The game of Craps is very complex, so it tends to scare away most light-hearted gamblers. While it is easy to lose a lot of money quickly, Craps actually has the best payoff rate of all the games in Casino Funpak. It can take years of practice (and lots of money) to perfect this game, so you better practice before going to Vegas.

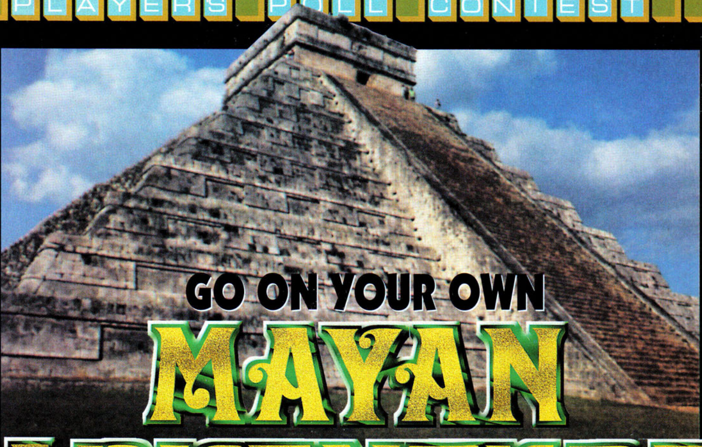

SIX 8 NINE 10
COME
9 10 11
FIELD
PASS BAR
PASS LINE
AnyCraps
Roll
$100
$100

The game of Craps has some of the best odds in all of Vegas.


DONT COME BAR
4 5 SIX 8 NINE 10
COME
3 4 9 10 11
FIELD
DONT PASS BAR
PASS LINE
Roll
YOU WIN
$1500
100
200

If you don't know how to bet in Craps, this is the perfect way to learn.

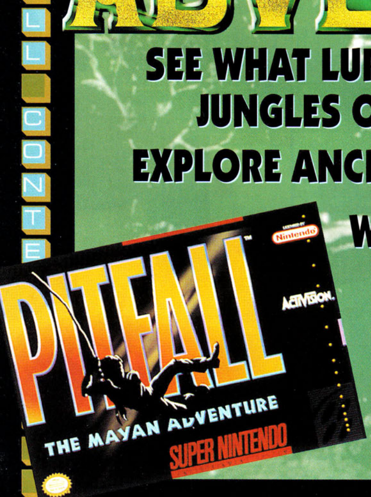
PLAYER'S POLL CONTE



GO ON YOUR OWN MAYAN ADVENTURE

SEE WHAT LURKS IN THE JUNGLES OF THE YUCATÁN!

EXPLORE ANCIENT MAYAN RUINS!


Nintendo
PITFALL
ACTIVISION
THE MAYAN ADVENTURE
SUPER NINTENDO

WIN PITFALL: THE MAYAN ADVENTURE FOR YOUR SUPER NES FROM ACTIVISION®

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. Have you ever played Killer Instinct in your local arcade?

1. Yes
2. No

G. If you have played Killer Instinct, what do you think of it?

1. It's Killer!!!
2. It's pretty cool.
3. I didn't like it as much as the other fighting games.
4. Help, I can't find Killer Instinct anywhere.

H. Which of the four Super Power Supplies Catalogs had the best stuff?

1. Fall/Winter 1993 - Nov. 93
2. Summer 1994 - Apr. 94
3. Summer/Fall 1994 - Aug. 94
4. Fall/Winter 1994 - Nov. 94

I. If you could play only one game the rest of your life, which of these games would you prefer to play?

1. Super Street Fighter II
2. Final Fantasy III
3. Super Metroid
4. Donkey Kong Country
5. Mortal Kombat II
6. The Legend of Zelda: A Link to the Past
7. Super Mario World
8. NBA Jam
9. F-Zero
10. SimCity

Trivia Question: What is the name of the Rhino in Donkey Kong Country?

Answers to the Player's Poll - Volume 67

Name ______________________ Tel. ______________

Address ______________________________________

City ______________ State/Prov. ______________ Zip/Postal ______________

Membership Number ______________________ Age ______________

A. Indicate numbers from 1-108 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

B. Indicate numbers 109-172 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

C. Indicate numbers 173-222 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

D. 1 2 3 4 5 6

E. 1 2

F. 1 2 3 4 5

G. 1 2 3 4

H. 1 2 3 4

I. 1 2 3 4 5 6 7 8 9 10

Trivia Answer ______________________________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. ActRaiser
2. ActRaiser 2
3. Aerobiz Super Sonic
4. Air Strike Patrol
5. Alien^3
6. An American Tail: Fievel Goes West
7. Blackthorne
8. Brain Lord
9. Breath of Fire
10. Bugs Bunny Rabbit Rampage
11. Capcom's Soccer Shootout
12. Championship Soccer '94
13. Clay Fighter Tournament Edition
14. Daffy Duck: The Marvin Missions
15. The Death & Return of Superman
16. Demon's Crest
17. Desert Strike
18. Disney's Aladdin
19. Disney's Beauty and the Beast
20. Disney's Jungle Book
21. Donkey Kong Country
22. Double Dragon V: The Shadow Falls
23. Earthworm Jim
24. Equinox
25. Fatal Fury 2
26. FIFA International Soccer
27. Final Fantasy II
28. Final Fantasy III
29. Final Fantasy Mystic Quest
30. Final Fight 2
31. Flashback
32. F-Zero
33. Illusion of Gaia
34. Indiana Jones' Greatest Adventures
35. Jurassic Park
36. Ken Griffey Jr. Presents MLB
37. Kick Off 3
38. The King of Dragons
39. The King of the Monsters 2
40. Knights of the Round
41. The Legend of Zelda: A Link to the Past
42. Liberty or Death
43. Lord of the Rings, Vol.1
45. Madden NFL '95
46. Mario Paint
47. Mega Man X
48. Micheal Andretti's Indy Car Challenge
49. The Mighty Morphin Power Rangers
50. Monopoly
51. Mortal Kombat
52. Mortal Komba II
53. NBA All-Star Challenge
54. NBA Jam
55. NBA Live '95
56. NCAA Basketball
57. NHL Hockey '95
58. NHL Stanley Cup
59. Pac-Man 2
60. Pilotwings
61. Pocky & Rocky 2
62. Secret of Mana
63. Shien's Revenge
64. SimCity
65. The Simpsons: Bart's Nightmare
66. Sonic Blastman 2
67. Sparkster
68. Spider-man & Venom: Maximum Carnage
69. Star Fox
70. Star Trek: The Next Generation
71. Street Fighter II Turbo
72. Street Fighter II: The World Warrior
73. Stunt Race FX
74. Super Black Bass
75. Super Adventure Island 2
76. Super Bomberman 2
77. Super Castlevania IV
78. Super Empire Strikes Back
79. Super Ghouls 'n Ghosts
80. Super Mario All-Stars
81. Super Mario Kart
82. Super Mario World
83. Super Metroid
84. Super NBA Basketball
85. Super Punch-Out!!
86. Super Return of the Jedi
87. Super Star Wars
88. Super Street Fighter II
89. Tecmo Super Bowl
90. Tetris 2
92. Tin Star
93. TMNT IV: Turtles in Time
94. TMNT Tournament Fighter
95. Tommy Moe's Winter Extreme Skiing and Snowboarding
96. Top Gear 2
97. Turn and Burn: No-Fly Zone
98. The Twisted Tales of Spike McFang
99. Uniracers
100. Vegas Stakes
101. Vortex
102. Wild Snake
103. Wolfenstein 3-D
104. World Cup USA '94
105. WWF Royal Rumble
106. Yoshi's Cookie
107. Zero the Kamikaze Squirrel
108. Zombies Ate My Neighbors

Game Boy Games

109. Alien^3
110. Baseball
111. Batman: The Animated Adventure
112. Battletoads
113. Battletoads in Ragnarok's World
114. Bionic Commando
115. Black Bass Lure Fishing
116. Caesars Palace
117. Casino Funpak
118. Castlevania II Belmont's Revenge
119. Contra: The Alien Wars
120. Disney's Jungle Book
121. Donkey Kong
122. Dr. Mario
123. F-1 Race
124. Faceball 2000
125. Final Fantasy Adventure
126. Final Fantasy Legend
127. Final Fantasy Legend II
128. Final Fantasy Legend III
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162. Tetris 2
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194. Kirby's Adventure
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197. Mega Man II
198. Mega Man III
199. Mega Man IV
200. Mega Man V
201. Mega Man VI
202. Metroid
203. Monopoly
204. Ms. Pac-Man
205. NES Open Tournament Golf
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210. Tecmo Bowl
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214. Tetris 2
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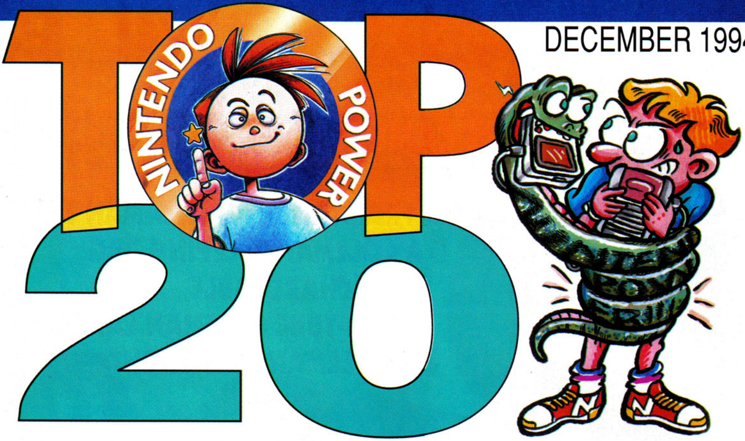
TOP 20



DECEMBER 1994

With a huge surge of Player Votes, Mortal Kombat II has shot straight to the top of the charts this month! Donkey Kong Country moves up to number five on the Super NES charts, but you can expect this great game to challenge MK II for the top spot next month.

SUPER NES

1 25,780 POINTS — 3 MONTHS

MORTAL KOMBAT II

The action never stops now that you've got all the moves mastered. Watch out, Kintaro!

2 12,184 POINTS — 8 MONTHS

SUPER METROID

Samus is beating on the bad guys once again. She's taking names and kicking. . . .

3 10,685 POINTS — 35 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

This legendary game has it all: action, intrigue, mystery and fun!

4 9,527 POINTS

KEN GRIFFEY JR. PRESENTS MLB

Play out the entire season, including the World Series, when you play Griffey's game.

5 8,879 POINTS

DONKEY KONG COUNTRY

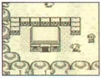
The big, bad ape is swinging to the top of the Super NES chart.

6	8,617 POINTS	NBA JAM
7	7,965 POINTS	SUPER STREET FIGHTER II
8	5,955 POINTS	MIGHTY MORPHIN POWER RANGERS
9	5,484 POINTS	SECRET OF MANA
10	5,327 POINTS	THE LION KING
11	4,784 POINTS	MEGA MAN X
12	4,770 POINTS	MORTAL KOMBAT
13	4,442 POINTS	SUPER MARIO KART
14	4,237 POINTS	STUNT RACE FX
15	4,090 POINTS	TETRIS 2
16	3,824 POINTS	EARTHWORM JIM
17	3,329 POINTS	FINAL FANTASY II
18	3,141 POINTS	NBA LIVE '95
19	2,908 POINTS	BREATH OF FIRE
20	2,868 POINTS	SUPER PUNCH-OUT!!

GAME BOY

1 16,698 POINTS
20 MONTHS

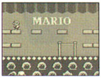
THE LEGEND OF ZELDA: LINK'S AWAKENING



Link's quest to awaken the Wind Fish is keeping Players glued to their Game Boys.

2 14,114 POINTS
7 MONTHS

DONKEY KONG



Donkey Kong is a popular guy. If you like this game, try his Super NES adventure.

3 12,904 POINTS
6 MONTHS

WARIO LAND: SUPER MARIO LAND 3

Does Wario have the guts to stop the pirates? Grab a Game Boy and find out.

4 11,437 POINTS

METROID II: RETURN OF SAMUS

These pesky Metroids seem to trouble Samus wherever she goes.

5 11,353 POINTS

TETRIS

As long as the pieces fall, this classic puzzle game will be a favorite.

6	10,068 POINTS	MIGHTY MORPHIN POWER RANGERS
7	9,369 POINTS	SUPER MARIO LAND 2-6 GOLDEN COINS
8	7,887 POINTS	SUPER MARIO LAND
9	7,575 POINTS	KIRBY'S DREAM LAND
10	6,622 POINTS	DR. MARIO
11	6,361 POINTS	KIRBY'S PINBALL LAND
12	5,277 POINTS	MORTAL KOMBAT
13	4,737 POINTS	JURASSIC PARK
14	4,399 POINTS	TETRIS 2
15	4,279 POINTS	MORTAL KOMBAT II
16	3,911 POINTS	BATMAN THE ANIMATED SERIES
17	3,658 POINTS	CASINO FUNPACK
18	3,630 POINTS	FINAL FANTASY ADVENTURE
19	3,520 POINTS	DISNEY'S JUNGLE BOOK
20	2,756 POINTS	YOSHI'S COOKIE

NES

1 14,814 POINTS
75 MONTHS

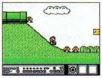
THE LEGEND OF ZELDA

LEVEL-1
-LIFE-

Legions of loyal Link fans have made this game number one again!

2 11,478 POINTS
63 MONTHS

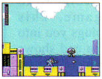
SUPER MARIO BROS.3



Still in the Top 5? Mario and the gang thank you for your votes!

3 9,646 POINTS
9 MONTHS

MEGA MAN VI



Hey wait a minute! Isn't that Dr. Wily? I thought we beat him last time!

4 8,848 POINTS

METROID

Samus's original quest is a classic, and it's as popular as ever!

5 8,680 POINTS

NES OPEN TOURNAMENT GOLF

Challenge Mario and Luigi to a quick round of golf.

6	8,276 POINTS	ZELDA II: THE ADVENTURE OF LINK
7	7,858 POINTS	DR. MARIO
8	7,715 POINTS	FINAL FANTASY
9	6,012 POINTS	NINTENDO WORLD CUP
10	5,821 POINTS	BASEBALL STARS
11	5,702 POINTS	TECMO SUPER BOWL
12	5,165 POINTS	NES PLAY ACTION FOOTBALL
13	4,940 POINTS	TETRIS
14	4,797 POINTS	TETRIS 2
15	4,025 POINTS	DRAGON WARRIOR IV
16	3,657 POINTS	ZODA'S REVENGE: STAR TROPICS II
17	3,411 POINTS	SUPER MARIO BROS. 2
18	2,978 POINTS	SUPER SPIKE V'BALL
19	2,947 POINTS	PAC-MAN
20	2,918 POINTS	MEGA MAN V

NOW PLAYING

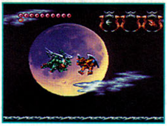
DECEMBER 1994

LOOK FOR THESE RELEASES SOON

DEMON'S CREST

Company	**Capcom**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**Adventure for one player**

Firebrand the gargoyle returns for his best role yet. In this expansive adventure, you must find the six elemental crests in order to save the world. Most of the action takes place in side-scrolling stages, but the Mode 7 map over which you fly between areas is a nice touch. One of the great features of this game is the ability to use a variety of different gargoyles, each with their own special skills, which adds to the strategic involvement in the game. This month's in-depth coverage shows you how to survive in a world of demons.



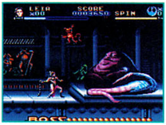
+ Excellent graphics, play control, game balance and sound. Password. Hidden areas and surprises.

− Capcom has ordered a limited number of Game Paks, so supplies could be limited.

SUPER RETURN OF THE JEDI

Company	**JVC**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**Adventure for one player**

Luke and his rebel companions must rescue Han from Jabba the Hutt, infiltrate the forest moon of Endor then attack the new Death Star. Like the two previous Super NES Star Wars games, the action includes side-scrolling areas and Mode 7 flying areas plus music from the movie and digitized cinema scenes that link each stage and convey the story. This month's review reveals some of the secrets of this distant galaxy.



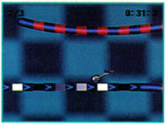
+ Excellent variety of play, graphics, sound and story. More characters than previous games in series. Password.

− Play control has same faults as earlier Star Wars games: hit detection off in some areas. Uneven challenge—some areas are too easy while others are very challenging.

UNIRACERS

Company	**Nintendo**
Suggested Retail Price	**$49.99**
Release Date	**December 1994**
Memory Size	**16 Megabits**
Game type	**Unicycle racing and stunts for one or two players**

You'll flip, twist, loop-the-loop, spin and wipe-out in this wild racing game that utilizes rendered animation techniques like those in Donkey Kong Country. Nintendo worked closely with DMA, a developer in Scotland, to create this game. This month, Power plugs you into this unique game and shows you what it means to live on the edge.



+ The ACM (Advanced Computer Modelling) techniques bring these unicycles to life. Very fast and fun. Battery backed-up memory. Get crazy with stunts.

− Needs more courses. Unicycles should be differentiated—lighter, heavier, faster, etc.

MICKEY MANIA

Company	Sony Imagesoft
Suggested Retail Price	$59.95
Release Date	November 1994
Memory Size	16 Megabits
Game type	Cartoon action for one mouse

Pluto has been dognapped by Pete and Mickey must travel through some of his greatest cinematic scenes to rescue him. You can be a mouseketeer with some help from this month's Power review.

+ Excellent Disney animation, good play control and variety. Surprisingly good challenge in some areas, especially on the difficult setting.

– Some of the areas are too short. As good as the game is, we'd like more of it.

THE GREAT CIRCUS MYSTERY STARRING MICKEY & MINNIE

Company	Capcom
Suggested Retail Price	Not Availible
Release Date	October 1994
Memory Size	16 Megabits
Game type	Cartoon action for one mouse

More marvelous mouse action comes to the Super NES this month from Capcom. Fans of last year's hit, Magical Quest Starring Mickey Mouse, will recognize the design of this game. Try it on for size in this month's mouse spectacular review.

"WHEW! FINALLY MADE IT! NOW, JUST WHERE'S OL' BARON PETE HIDING?"

+ Good graphics, play control and variety of play. Players can choose either Mickey or Minnie Mouse.

– Very similar to Magical Quest. Not overly challenging.

ZERO: THE KAMIKAZE SQUIRREL

Company	Sunsoft
Suggested Retail Price	$64.99
Release Date	November 1994
Memory Size	16 Megabits
Game type	Nutty action for one Squirrel

Zero has left the supporting role he had in the first Aero the Acrobat game and has moved on to star in his own game. It seems that Sunsoft is trying to cover the animals-with-an-attitude scene from A to Z. In fact, the graphics, excellent play control and many clever stages of Zero are bound to make it more of a hit than Aero. Nintendo Power follows Zero on his adventures this month.

+ Much improved play control from Aero the Acrobat. Good graphics. Lots of variety.

– Some of the shooting stages are too simple.

TIN STAR

Company	Nintendo
Suggested Retail Price	$49.99
Release Date	December 1994
Memory Size	16 Megabits
Game type	Super Scope shooting action

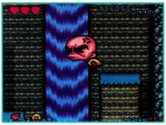
Nintendo's latest Superscope game tests your eye and your stamina in an arcade-like duel between you and the weirdest collection of rusting rustlers ever. Nintendo Power rewrites the history of the West in this month's review.

+ Excellent graphics and lots of challenge. You can use a regular Controller, the Super Scope or Super NES Mouse. Humorous story. Good aiming control.

– Not a lot of variety of play in spite of the many stages. It's a shooter, period.

SUPER BONK

Company	Hudson
Suggested Retail Price	Not Available
Release Date	November 1994
Memory Size	12 Megabits
Game type	Action for one player



This enormous noggin with a tiny body tacked on will be familiar to fans of the NES and Game Boy Bonk titles. The main variation from other hop and stomp games is that Bonk stomps with his head. He also bites walls, jumps, and flips past the usual variety of obstacles and baddies. If you collect the right kind of candy, Bonk grows into Super Bonk, or a tiny Bonk—now there's an original idea!

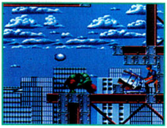
+ Good play control. Fun character. Appeals more to younger gamers. Lots of bonus stages.

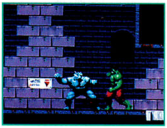
– Average graphics. Not much to recommend it over earlier Bonk games except the varied bonuses.

THE INCREDIBLE HULK

Company	**U.S. Gold**
Suggested Retail Price	**Not Available**
Release Date	**October 1994**
Memory Size	**16 Megabits**
Game type	**Comic action for one mean, green guy**

One of the last great comic heroes to appear in a video game is The Incredible Hulk—a gigantic, hormone-case who reverts to normal size and appearance when he's not ticked off. The game features all of the comic book elements in a side-scrolling action game in which the Hulk's mission is to stop the creation of a race of bio-warriors. You can play as both the Hulk and his normal self, David Banner, who is armed with a gun. Switching between the two personalities requires a potion that you find scattered throughout the stages where he meets villains like The Leader, Rhino and Abomination. With vertical areas and lots of jumping, plus the switching, there's a good variety of play including 25 moves that the Hulk can make.





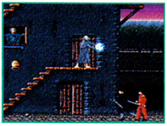
+ Good graphics and lots of moves. Easy to pick up and learn.

– Not as challenging as you might expect. Play control has slow response.

FRANKENSTEIN

Company	**Sony Imagesoft**
Suggested Retail Price	**$59.95**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**Action for one player**

Loosely based on Mary Shelley's gothic horror story and the recently released movie, this Frankenstein game puts you in the role of the reanimated man. As in the story, the superstitious, 19th Century townsfolk attack constantly and with great ferocity. Fortunately, your reanimated flesh is stronger than that of normal people. You'll have to survive in this perilous world by running and fighting in a very typical side-scrolling manner. You'll also have to find your way, because each stage is laid out with puzzles. The game contains digitized scenes and blue-screen animations taken from the film for added realism.



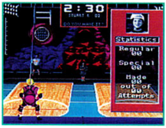
+ Nice graphics and sound and a good story based on the classic Frankenstein story rather than the better-known Hollywood version.

– The creature limps, and so does the play control. Sometimes confusing map layouts. Enemies have little AI.

NICKELODEON GUTS

Company	**Viacom**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**TV game show for one or two players**

It takes Guts to win at Nickeldeon's collection of devilish obstacle courses and weird events, but now you can try it at home. Viacom used digitized graphics to convey the look of the TV stage and Mode 7 effects for some of the Elastic sports, in which you bounce around on a giant rubber band while trying to sink baskets, throw footballs through a target, or knock over an opponent. The obstacle courses have been recreated in a side-scrolling format. Your character runs, jumps, climbs, and flips. The ultimate obstacle course is the Aggro Crag. Climb it and hit the activators.



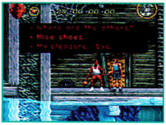
+ Good graphics and some of the events are fun.

– It would take Guts to call this a balanced game. Poor play control in most of the events.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Company	**Electronic Arts**
Suggested Retail Price	**Not Available**
Release Date	**December 1994**
Memory Size	**10 Megabits**
Game type	**Action for one player**

Michael is back in Chicago, but he isn't playing hoops. His friends have been kidnapped and stashed around the Windy City. It's your job to find them, searching through four worlds including a laboratory and a factory. In each area, Michael must find keys to open rooms and passages where he may find clues, power balls, or more enemies. The enemies range from fantasy creatures to bad guys. The balls include flaming basketballs and ice balls. Michael throws the balls at enemies, and he can make slam dunks for items and special stuff.



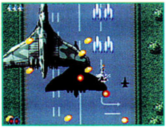
- Where are the others?
- Nice shoes.
- My pleasure. Bye.

+ Michael has some cool moves. Passwords. Good graphics.

– Play control seems loose at times. Generic platform game enemies with simple AI.

AERO FIGHTERS

Company	**Mc O'River**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**Shooter for one or two players**



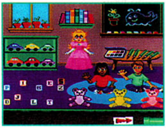
Although Aero Fighters seems like a pretty basic military shooter, it is in fact another alien invasion along the lines of Vic Tokai's Imperium and other overhead view shooters. The goal here is to defeat the diabolical Controlling Intellect by blasting a billion alien ships (that look remarkably like normal Earth weapons) over the course of seven stages. One unique aspect is that you can call in aerial support for a devastating attack on enemy positions.

+ Decent graphics and play control. Fast play. Shooter fans will get a quick thrill.

− It's not a unique game, but it's fairly well done. Very little variety of play. Not a whole lot of challenge.

MARIO'S EARLY YEARS: PRESCHOOL FUN

Company	**Mindscape**
Suggested Retail	**$64.95**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**Edutainment for one preschooler**



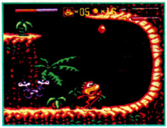
Mindscape's Mario's Early Years series of edutainment programs continues with Preschool Fun. The assumption being made here is that the players are just beginning to read. Digitized voice commands direct players who have no reading ability. They are accompanied by written directions. The activities also tend to be simple, just matching and identifying for the most part.

+ Simple learning activities provide lots of reward.

− Such simple activities without any game play elements will become tedious even to the youngest players over a short period. Digitized voice is annoying.

RADICAL REX

Company	**Activision**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**Dino action for one player (at a time)**



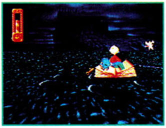
Rex's mission is to squelch the ambitions of the Cretaceous creep, Sethron, and to rescue Rexanne, his sweetheart. This talented and very cool T-Rex accomplishes his goals with a terrific variety of feats, such as racing around on his skateboard, swimming, swinging from vines, and breathing fire. Action while on the skateboard is very fast, but it slows down considerably when Rex has to hoof it. One unique aspect is that Rex gains power as he progresses. For instance, his roar becomes a prize weapon after practice.

+ Nice graphics. Fun concept. Good variety of actions. The skateboarding is by far the coolest part of the game.

− Progress can be difficult in some areas due to course layouts and play control. You can't skateboard everywhere.

THE PAGEMASTER

Company	**Fox Interactive**
Suggested Retail Price	**$64.98**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**Action for one player**



McCauley Culkin's animated debut also finds a place on the Super NES. The game closely follows the story of the movie by placing you in the same settings: Adventure, Horror and Fantasy. The library of action includes side-scrolling platform hop and bop plus 3-D, Mode 7 driving action. There are bonus areas and special endings, too. Some of the characters you'll meet include Long John Silver and Frankenstein.

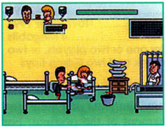
+ Nice graphics and a good variety of game play.

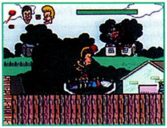
− Very loose play control.

BEAVIS & BUTT-HEAD

Company	**Viacom**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**Rude action for one player**

Beavis and Butt-Head fans finally can control their cartoon heroes in this standard platform game that will remind many gamers of the early Simpsons titles. How so? The graphics look great and the game play is tame side-scrolling fare. The concept is that B & B are desperate to get into the Gwar concert, but to get the tickets they must perform incredibly stupid stunts. That would be great except the play control isn't up to the task and the stunts aren't just stupid, they're boring.





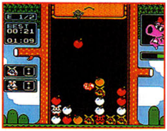
+ Good graphics. The sense of humor comes through, but it isn't the same thing as on MTV because the same jokes and sight gags repeat endlessly. Good sound with a superior rudeness factor. You can switch between the guys.

− Poor play control. Jokes get old fast. We expected more than an average platform game with belching and nose picking.

WARIO'S WOODS

Company .... Nintendo
Suggested Retail Price .... SNES $49.95, NES $39.95
Release Date .... December 1994
Memory Size .... 8 Megabits, 4 Megabits
Game type ... SNES and NES puzzle action for one or two players

Wario and Toad's answer to Tetris action involves monsters and multi-colored, tumbling bombs. Three or more bombs of the same color cancel each other out and reduce the pile. There's a two-player mode, as well. See this month's review on both the Super NES and NES versions.



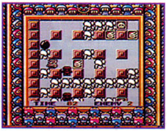
+ Tetris-like puzzle action. Fun two-player mode. Challenging. Fast.

− Similar to Dr. Mario. Controls aren't as intuitive as Tetris 2.

WARIO BLAST: FEATURING BOMBERMAN

Company .... Nintendo
Suggested Retail Price $29.95
Release Date .... December 1994
Memory Size .... 4 Megabits
Game type .... Super Game Boy action for up to four players

Wario takes on Bomberman and makes a blast for everyone. It's just like a Bomberman game, but you can play it on Super Game Boy or Game Boy. Don't miss this month's explosive review.



+ Great multi-player action. Good use of Super Game Boy colors and music. The one-player game has larger areas than in previous Bomberman games.

− Sometimes difficult to recognize your character. More characters would have helped.

SAMURAI SHODOWN

Company .... Takara
Suggested Retail Price $29.99
Release Date .... November 1994
Memory Size .... 4 Megabits
Game type .... Super Game Boy for one or two players, or two players with Game Link and two Game Boys

This arcade hit loses some strategy elements on Game Boy but preserves much of the excitement of the original. For more on this sword-dueling twist on tournament fighter games, turn to our Power review.

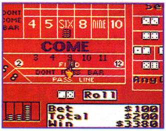
+ Very smooth play control. Good change from martial arts fighters.

− Doesn't make good use of the Super Game Boy. Small characters are difficult to see in detail.

CASINO FUNPAK

Company .... Interplay
Suggested Retail Price .... Not Available
Release Date .... December 1994
Memory Size .... 1 Megabit
Game type .... Gambling games

You can take these games of chance everywhere and make a fortune in Game Boy Bucks. You'll start with $10,000 as you move through the casino, playing Blackjack, Slots, Roulette, Poker, and Craps. In the tournament mode, you'll automatically move from one game to the next. It's nothing fancy, but you can raise bets and win or lose it all.

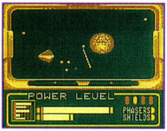


+ Good interface with easy-to-understand controls.

− Doesn't make use of Super Game Boy enhancements.

STAR TREK GENERATIONS: BEYOND THE NEXUS

Company .... Absolute
Suggested Retail Price .... Not Available
Release Date .... November 1994
Memory Size .... 1 Megabit
Game type .... Sci-fi simulation for one player



You'll begin by commanding the Enterprise B with Captain Kirk who is under attack by a pair of Tholian web ships. You'll move on to various missions that include a wide range of activities including "away" parties, decoding communications, rescuing ships, etc. Eventually, you'll meet Picard and crew to investigate a mysterious phenomenon. Extremely patient Star Trek fans with a Super Game Boy may find the game keeps them engaged.

+ Looks good with Super Game Boy. Lots of variety. Passwords, but unfortunately they're not received in convenient locations.

− Poor interface. Awkward controls for some starship functions. Endless space battle sequences. Poor explanation of game goals.

SEAQUEST DSV

Company .... T*HQ
Suggested Retail Price $29.95
Release Date .... November 1994
Memory Size .... 2 Megabits
Game type .... Action adventure for one player

SeaQuest DSV is basically dodge-and-shoot, with dolphins on the side for fun. Your sonar pinpoints the locations of sub-levels (pardon the pun) where you use the seaQuest's many smaller vessels to fulfill missions such as cleaning up toxic waste on the sea floor.

+ Good use of Super Game Boy screen colors, but no border. Variety of stages.

− Some functions aren't readily apparent—so read the manual! Very simple intelligence (AI) for the enemies. Not much strategy.

RACE DAYS

Company .... Gametek
Suggested Retail Price .... Not Available
Release Date .... December 1994
Memory Size .... 2 Megabits
Game type .... Two types of racing for one or two players

Go four-wheeling over desert tracks or battle it out on paved courses in the two modes of Race Days. The control and perspective of the four-by-four game will remind off-roaders of Virgin's Jeep Jamboree. It's a first person ride with lots of hills and jouncing. The other game, "Dirty Racing," has you looking out for dirty tracks with obstacles everywhere. This is an overhead view with fairly slow, slot-car type action.

+ Two types of racing views. Two-player option with Game Link.

− Speeds feel slow. No Super Game Boy enhancement.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AERO FIGHTERS	MC O'RIVER	2P-S	3.1	3.4	2.9	2.9	SHOOTER
BEAVIS & BUTT-HEAD	VIACOM	1P	3.2	2.9	2.7	2.9	ACTION
DEMON'S CREST	CAPCOM	1P/PASS	3.9	3.3	3.8	3.7	ADVENTURE
FRANKENSTEIN ACTION	SONY IMAGESOFT	1P	3.4	2.4	2.8	3.3	ACTION
THE GREAT CIRCUS MYSTERY: STARRING MICKEY AND MINNE	CAPCOM	1P	3.7	3.6	3.4	3.2	ACTION
THE INCREDIBLE HULK	U.S. GOLD	1P	3.5	3.3	3.0	3.4	COMIC ACTION
MARIO'S EARLY YEARS: PRESCHOOL FUN	MINDSCAPE	1P	3.3	3.3	2.2	2.1	EDUTAINMENT
MICHAEL JORDAN: CHAOS IN THE WINDY CITY	ELECTRONIC ARTS	1P/PASS	3.4	3.2	3.3	3.1	ACTION
MICKEY MANIA	SONY IMAGESOFT	1P	3.9	3.5	3.4	3.9	ACTION
NICKELODEON GUTS	VIACOM	2P-S	3.2	2.6	3.0	3.0	TV GAME SHOW
THE PAGEMASTER	FOX	1P	3.4	3.0	3.0	3.0	ACTION
RADICAL REX	ACTIVISION	2P-A	3.7	3.2	3.6	3.1	ACTION
SUPER RETURN OF THE JEDI	JVC	1P/PASS	3.9	3.1	3.4	3.4	ADVENTURE
SUPER BONK	HUDSON	1P	3.1	3.1	2.9	3.1	ACTION
TIN STAR	NINTENDO	1P	3.6	3.4	3.7	3.7	SHOOTER
UNIRACERS	NINTENDO	2P-S/BATT	3.6	3.5	3.4	3.2	RACING ACTION
WARIO'S WOODS	NINTENDO	2P-S/BATT	3.1	3.4	3.6	3.4	ACTION
ZERO: THE KAMIKAZE SQUIRREL	SUNSOFT	1P	3.6	3.5	3.6	3.5	ACTION

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
WARIO'S WOODS	NINTENDO	2P-S	3.1	2.9	3.0	3.1	PUZZLE ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CASINO FUNPAK	INTERPLAY	1P	2.9	3.1	3.0	3.1	GAMBLING GAMES
RACE DAYS	GAMETEK	2P-S	3.1	3.1	2.9	2.8	RACING
SAMURAI SHODOWN	TAKARA	2P-S	3.4	3.1	3.1	3.1	TOUR. FIGHTING
SEAQUEST DSV	T*HQ	1P	2.9	2.4	2.6	3.1	ADVENTURE
STAR TREK: GENERATIONS	ABSOLUTE	1P/PASS	2.9	2.6	2.8	3.0	SIM ACTION
WARIO BLAST	NINTENDO	4P-S	2.9	3.4	3.7	3.1	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO
POWER

A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

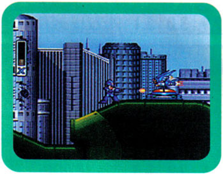
MEGA MAN X2

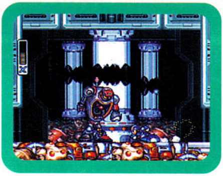
CAPCOM

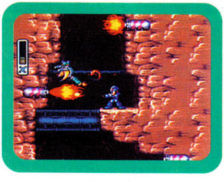
The Blue Bomber returns for his second Super NES adventure, and none too soon. Mega fans, like your Maverick-hunting Pak Pursuer, will find Mega Man X2 has the same great game play as last year's original 16-bit Mega Pak from Capcom. If they were to look inside the Game Pak itself, they would also find a customized DSP chip called the C4, which enhances some of the 3-D graphics used in this Mega Man sequel. Thanks to the added boost of the DSP microchip, Mega Man X2 boasts the best graphics of any Mega Man game to date. Rotating boss characters and deep, 3-D perspectives look cool, but the game play remains true to Mega Man form.

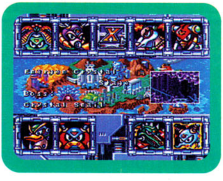
It's six months after Sigma's destruction and the Maverick revolt has led Mega Man X to a reploid factory where he must take on a huge robot. That's just the introduction. Mega Man X must then fight a war against the three scheming Maverick leaders: Sergens, Violen, and Agile. The battles will take Mega Man X through a Desert Base with the Overdrive Osterich at the end, a deep sea base controlled by Bubble Crab, the Dino Tank and Wheel Gator, a crystal world where he meets Crystal snail, the Weather Control center controlled by Wire Sponge, a robot junkyard with Morph Moth, a volcano guarded by Flame Stay and the central computer where you must reprogram Magna Centipede with Mega Man X's blaster. Finally, you'll have to gather up all the incredible weapons you've won and use them against the ring leaders in the final ninth stage.

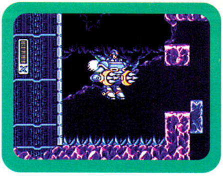
What can we say but that Capcom comes through again. Mega Man X2 isn't a revolution—its just a lot of fun.







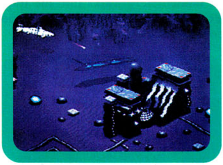


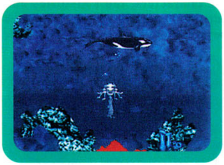


SEAQUEST DSV

MALIBU

The adventure beneath the sea from Malibu Games should begin early next year when this 16 megabit Pak makes a splash in the stores. The game was created by Sculptured Software—the developers of the Super Star Wars series, Mortal Kombat II and other hits—and early versions promised an undersea adventure unlike anything Super NES players have ever experienced. The final version delivers with impressive graphics and sound—both trademarks of Sculptured Software products. The sound is as good as the Star Wars games. The action takes place in a three-quarter overhead view of seaQuest and side-scrolling views of the smaller subs and Darwin during special missions. The game play consists of missions for the UEO similar to those in the TV series, including the protection of facilities from rogue subs, rescue work and environmental cleanup. The feeling of the game is a bit like Desert Strike, although a lot wetter, and you have choices of equipment to work with, which adds greatly to the strategy of the game.

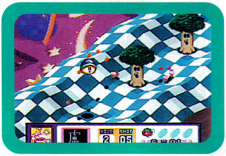


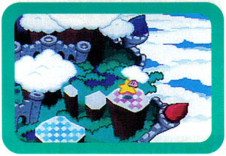


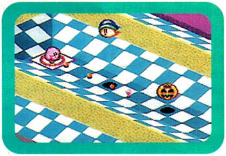
KIRBY'S DREAM COURSE

NINTENDO

Kirby is finally set to make his Super NES debut this February when Kirby's Dream Course is released. You may remember that Pak Watch reported on Kirby's Tee Shot earlier in the year. This is the same game for the most part, although play and graphics have been tweaked to near perfection in the mean time. The game is a hybrid of golf, pool and Kirby's Pinball, and it's one of those games that keep you playing to improve your score. This Pak Hacker spent an entire day improving his handicap, and then took it home. What you do, basically, is launch Kirby toward a hole. Sounds simple, but there are bumpers, obstacles, traps, warps, enemies and other hazards to take into account. The overhead view gives a good sense of 3-D perspective. Don't let the Kirby image fool you; this is one tough game.



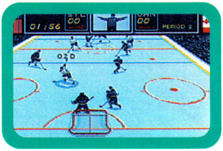


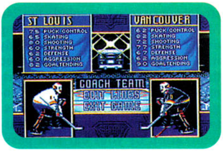


BRETT HULL HOCKEY '95

ACCOLADE

Brett is back for a second season on the video ice. His blades are sharpened and his stick is taped. More important for this Pak Puck, however, the game play was sharper and a lot more fun than last year's version. The trademark of Sports Accolade is the voice of announcer Al Michaels, and his play-by-play remains some of the best in the video sports category. Not only does Al sound good, the sounds from out on the ice like body checks and pucks slamming into the wall also sound very realistic. The team at Radical, with an extra year to work on this title, learned to give it the real feel of hockey. The perspective, the momentum and the excellent animation put us on the ice. NHL '95 has some real competition this time out.



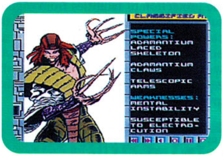


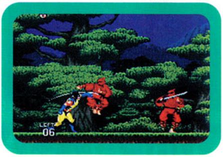
ST LOUIS
75 PUCK CONTROL
65 SKATING
80 SHOOTING
60 STRENGTH
62 DEFENSE
60 AGGRESSION
82 GOALTENDING

VANCOUVER
62 PUCK CONTROL
82 SKATING
72 SHOOTING
77 STRENGTH
67 DEFENSE
62 AGGRESSION
90 GOALTENDING

WOLVERINE: ADAMANTIUM RAGE ACCLAIM

One of Marvel's most popular super heroes is on his way to the Super NES next month. The X-Men's Wolverine shows off some of the most varied moves this Pak Slasher has ever seen. Logan/Wolverine slashes, leaps to the ceiling and clings with his claws, makes diving leaps and climbs up walls. You could say he gets around. LJN/Acclaim also saw to it that the developers, Bits Corp., included a password system so you don't have to claw your way through all seven levels at one time. Maybe the most unique feature, however, is the Fact File option at the beginning of the game, which lets you check out all the characters, their histories and super powers. The game also goes beyond simple controller commands to allow Wolverine extra special moves and combinations, more like a tournament fighting game. Even the plot is cool. Wolverine, who has no memory of his early life, receives a message that may lead him to some of the answers. In true super hero style, he immediately walks into the trap. You've got to love that sort of blind courage.

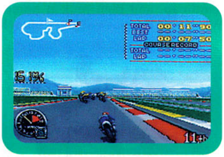

SPECIAL POWERS:
ADAMANTIUM LACED SKELETON
ADAMANTIUM CLAWS
TELESCOPIC ARMS
WEAKNESSES:
MENTAL INSTABILITY
SUSCEPTIBLE TO ELECTRO-CUTION

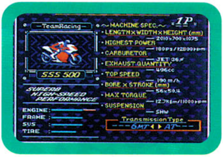


MARVEL COMICS
WOLVERINE
ADAMANTIUM RAGE

GP-1: PART II ATLUS

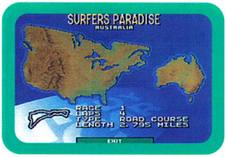
Motorcycle racing looks like one of the hot tickets this year with Atlus bringing out the sequel to its classy '93 release, GP-1. Part II of the series puts you back in the saddle again with enough two-wheeled acceleration to launch a small dog to the moon. Of course, staying on the circuit is preferable since you earn points toward the championship. The play control remains pretty much the same—which is very good—but the new graphics are a bit more realistic than last year's game. The new version also includes four proving tracks where you compete for top teams positions. If you don't have GP-1, and if you're dying for a new racing thrill, try out GP-1, Part II this December.

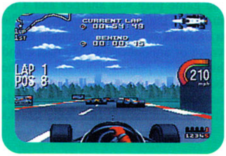

TOTAL 00'11"90
BEST LAP 00'07"50
COURSE RECORD
TOTAL
LAP


-TeamRacing-
~MACHINE SPEC.~ 1P
LENGTH×WIDTH×HEIGHT (mm) — 2010×700×1075
HIGHEST POWER — 180PS/12800rpm
CARBURETOR — JET 36
EXHAUST QUANTITY — 496cc
TOP SPEED — 190 m/h
BORE × STROKE (mm) — 56×50.4
MAX TORQUE — 12.7Kgm/11000rpm
SUSPENSION — SHW
SSS 500
SUPERB HIGH-SPEED PERFORMANCE
ENGINE:
FRAME:
SUS:
TIRE:
Transmission Type
6MT ◀ ▶ AT

NEWMAN-HAAS INDY CAR RACING FEATURING NIGEL MANSELL ACCLAIM

Nigel may have returned to F-1 racing around the world, but his legacy on the Indy car circuit here in the U.S. will be remembered for quite a while. The second Nigel Mansell racing simulation in as many years puts the fearless Brit on tracks where the straightaway speeds regularly top 240 Mph. The circuit includes everything on the Indy car circuit except Indy itself—apparently Indy doesn't need the exposure. Expect the usual assortment of racing features including single and season course races, two-player split screen mode, customization of your car and passwords. The best part of it for this Pak Pedal-stomper was the control and speed. The speed felt real and the control was sweet in both arcade and simulation modes. It's a real toss-up whether this Nigel or last year's Nigel Mansell World Championship Racing (F-1 circuit) is the better game. You'd better be the judge when the game parks itself in a store near you later this month or early next year.

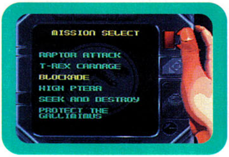

SURFERS PARADISE
AUSTRALIA
RACE 1
LAPS 4
TYPE ROAD COURSE
LENGTH 2.795 MILES
EXIT

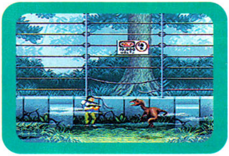

CURRENT LAP 00:54:49
BEHIND 00:00:15
LAP 1
POS 8
210 mph

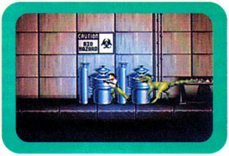
JURASSIC PARK 2

OCEAN

Not everyone was thrilled with Ocean's original adventure-based Jurassic Park game last year, so they thought they'd take another stab at it and follow in Sega's footsteps with a Jurassic Park shooter. Say hello to Jurassic Safari. This time, Dr. Grant is armed and about as dangerous as a velociraptor, which is a good thing since he's going to run into raptors and other cretaceous man-eaters about every six inches. Even given the faults of last year's adventure, this Pak Poacher preferred the open environment and adherence to the story of that original game. This side-scrolling shooter shows off Ocean's in-house expertise with graphics, but there were lapses in logic in the map layout and control function departments. On the other hand, if you like dinosaurs and the thrill of being hunted, this game should get your blood boiling when it appears later this month.



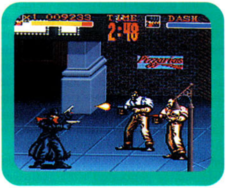




THE SHADOW

OCEAN

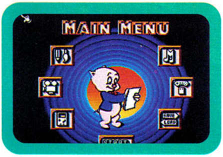
No one knows the fear that lurks in the hearts of men. Ocean, on the other hand, knows no fear in bringing out another game based on a movie license, even one with as murky a past as The Shadow. Fortunately, it makes a better video game than a movie. Although on first play it seems nothing more than a scrolling street brawl like Final Fight, The Shadow has some special skills that are fun and useful, particularly the ability to become invisible. You can also enter areas where weapons are given to you along the route. Your character also has a fairly wide range of fighting moves based on proximity and controller sequences. If you're picking up the video early next year, you might want to pick up the game, as well, for a fast and furious battle. The cinematic scenes and sound are almost as good in the game as in the movie.

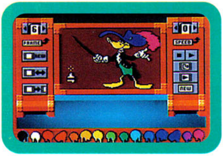


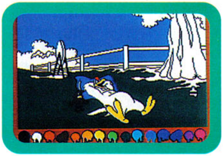
ACME ANIMATION FACTORY

SUNSOFT

This winter the great Warner Bros. Looney Toons characters like Daffy Duck, Bugs Bunny, Elmer Fudd, Taz, and Wile E. Coyote will be able to come to life in your own animated sequences...sort of. This Pak Cartoonist found that the backgrounds and animations in ACME Animation Factory were limited to ten animations in all. Probe, the developer on this creative pak, did a good job of putting in the mechanisms for animating the toons, but they didn't give us amateur tooners much material to run with. You also need a Super NES Mouse to have any sort of control of the tools while painting scenes or coloring preset scenes—and if you have a Super NES Mouse you probably also have Mario Paint, which is more free-form and easier to use. Truly creative souls will be able to find ways around the limitations of ACME to make more out of it, but most would-be cartoonists will find it frustrating and return to their crayons. Sorry folks.





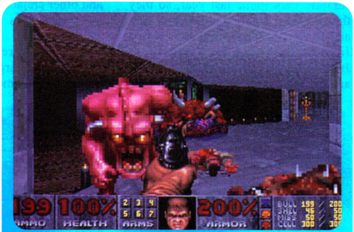


PAK WATCH UPDATE

One of the biggest software announcements to date for **Nintendo's** *Ultra 64* was sprung by **Williams Entertainment**. *Doom*, the mega-PC hit of '94, will appear at the launch of the NU 64 in an exclusive and entirely new form for the ultimate game system, developed in conjunction with id Software. Doom fans already expect state-of-the-art graphics and lightning quick scrolling, but the Nintendo Ultra 64 version will easily out perform anything on home computers or Sega's 32X. How can your Pak Prognosticator be so sure? Take one look at *Killer Instinct*, then look at a 32X game. Nope, Doom fans will have to wait until the fall of '95 for the real Doom Day to come.

On the hardware side of the coming of the Nintendo Ultra 64, Nintendo of America announced the use of **Rambus Inc.** high-speed RAM (Random Access Memory) technologies for use in the NU 64. The Rambus RDRAM (Dynamic RAM) has a huge bandwidth that speeds up data transfer. The RAM can be used for both video RAM and main system memory. What this means in terms of games is that the Nintendo Ultra 64 will be able to move information faster, resulting in the creation of more detailed and faster moving images than systems using conventional DRAM.

Developers for the Ultra 64 also got a gift recently when Nintendo and **MultiGen, Inc.** announced an agreement to provide MultiGen's real-time 3-D development tools for designing NU 64 games. Previous applications that have used MultiGen's sophisticated, 3-D interactive technology included high-end flight simulators and virtual reality environments. Nintendo of America Chairman, Howard Lincoln, summed up the benefit of having MultiGen and Alias tools for the Nintendo Ultra 64: "...the power of these tools can be combined to create a game that has real-time 3-D scenes generated with MultiGen's tools, along with realistic, movie quality animated heroes created with Alias' tools." That's a killer combination.

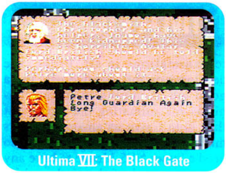


Doom (PC Screen shot)

Speaking of movie quality heroes, **Capcom** recently held a press conference to announce that Hammer would write and perform the main song for its *Street Fighter* movie, which goes to the theaters this month. But the big news of the conference was that during the shooting of the movie, the actors also shot blue-screen sequences of their martial arts moves. Those sequences have been digitized and will appear in an arcade version of *Street Fighter II* this winter. Our Pak sources inside Capcom reported, unofficially, that the Super NES version of the Digital SF II should follow within six months...let's call it July.

Last July, **Absolute** was making noise about its upcoming techno fighter, *Rise of the Robots*, which it was importing from Europe. A funny thing happened on the way to the

Street Fighter Movie



The blacksmith, Christopher, and his helper, Inamo, have been kidnapped! This is horrible, Avatar. Lord British should be told immediately!

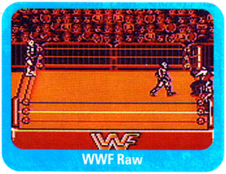
Perhaps you should ask Petre more about it.

Petre Lord British
Long Guardian Again
Bye!

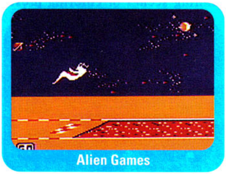
Ultima VII: The Black Gate

1P- 35600
27
SAIZO
OTANE

Power Instinct



WWF Raw



Alien Games

FIFA Soccer

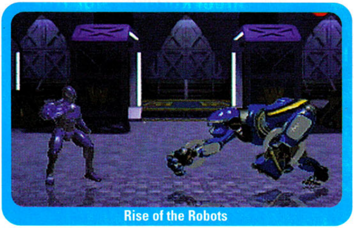
U.S. Absolute sold the game to Acclaim, which now owns the top-selling fighter of the year (MK II cashed in 50 million bucks for Acclaim in the first week!) and the lowest seller, Rise, which probably won't be released now until January. Once Rise does get out there, though, don't expect another MK II. Like so many fighting games these days, Rise offers a novelty experience—in this case the ray-traced graphics—rather than a phenom.

One phenomenon that shows no signs of dying out is Ultima. This series of RPGs has passed from early computers to the NES, Game Boy and on to the Super NES. The latest offering from **FCI** is *Ultima VII—The Black Gate*, and fans of Lord British will devour the new conversation interface that allows far more freedom to ask questions and learn about the world than in previous games. With excellent medieval music and improved controls, Black Gate promises to be the best Ultima in years.

Power Instinct from **Atlus** joins the growing legion of tournament fighting games. Previously released in the arcade scene, PI features Japanese-style cartoon character fighters, some of which are quite original. Atlus also is bringing out an interesting two-player puzzle game called *Pieces* that is based on solving jigsaw puzzle images.

On the Game Boy front there's a whole sleighful of new titles on the way including *FIFA International Soccer* from **T*HQ**, which has good Super Game Boy graphics and play, although it feels a bit slow, *Mr. Nutz* from **Ocean**, based on the squirrel title for the Super NES, *WWF Raw* from **Acclaim**, which isn't a Super Game Boy title but still has good graphics, and *Alien Games 2044 AD* from **Ocean** with its 15 interstellar sports like Alien Hurling, Jet Pack tag, and Laser Skeet. **Hi Tech's** *Bobby's World*, based on the movie, began life as a game you may remember seeing in Pak Watch earlier in the year—*Home Alone 2: Kevin's Dream.* Now with a change of license and a Super Game Boy dash of color, it looks better and plays the same. Too bad.

And finally, for those of you who still haven't recovered from the shock of Major League Baseball bailing on the '94 season, there's good news. While the nation mourned, the season was actually being completed and the World Series was being held in Redmond, WA. **Nintendo's Game Counselors** conceived of the idea and kept baseball alive by finishing off the season, playoffs and World Series with *Ken Griffey Jr. Presents Major League Baseball.* In the end, the Atlanta Braves (played by Chris Dolan) took it to the Chicago White Sox (played by Sam Hosier) and clubbed them in six games.



Rise of the Robots

FUTURE GAMES FOR THE

SUPER NES

Name	Approximate Release
ACME Animation Factory	Winter '95
Addams Family Values	Winter '95
The Adventures of Batman & Robin	Winter '95
Aero The Acrobat 2	Winter '95
Ardy Lightfoot	Winter '95
Brett Hull Hockey '95	Winter '95
Brutal: Paws of Fury	Winter '95
C2: Judgment Clay	Winter '95
Civilization	Winter '95
Deep Space Nine	Winter '95
Dragon View	Winter '95
FireTeam Rogue	Spring '95
Future Zone	Summer '95
GP-1: Part II	Winter '95
Juggernauts	Winter '95
Jurassic Park 2	Winter '95
Kid Klown In Crazy Chase	Winter '95
Kirby's Dream Course	Winter '95
Knights of Justice	Spring '95
The Lion King	Winter '95
Mario Andretti Racing	Winter '95
Mega Man X2	Winter '95
Mickey Mania	Winter '95
NCAA Final Four Basketball	Winter '95
Newman-Haas Indy Car Racing Featuring Nigel Mansell	Winter '95
Pitfall: The Mayan Adventure	Winter '95
Power Instinct	Winter '95
Rise Of The Phoenix	Winter '95
Rise Of The Robots	Winter '95
Robo Trek	Winter '95
seaQuest DSV	Winter '95
The Shadow	Winter '95
Star Gate	Winter '95
Star Trek: Star Fleet Academy	Winter '95
Street Racer	Winter '95
Tarzan	Winter '95
Top Gear 3000	Winter '95
Ultima VII: The Black Gate	Winter '95
Wolverine	Winter '95

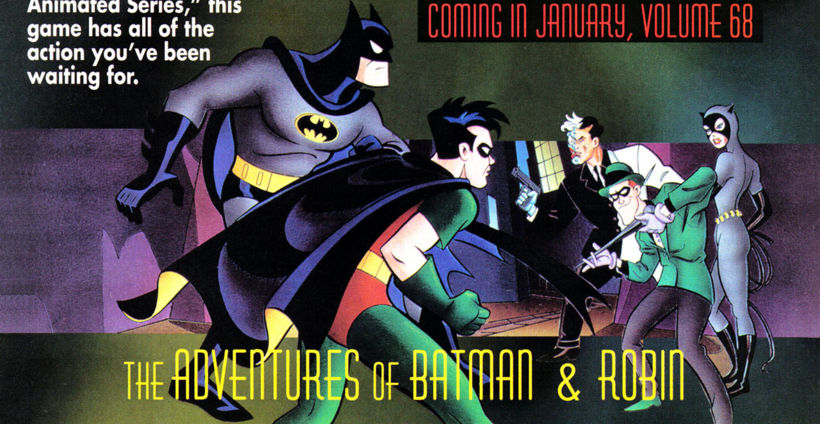
GAME BOY

Name	Approximate Release
Alien Games	Winter '95
Bobby's World	Winter '95
FIFA Soccer	Winter '95
Monster Truck Rally	Winter '95
Mr. Nutz	Winter '95
NBA Jam	Winter '95
seaQuest DSV	Winter '95
WWF Raw	Winter '95

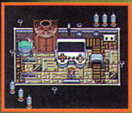
NEXT ISSUE

Power-up the turbines, Robin, and prepare the Batmobile. Next Month's coverage of the Dynamic Duo's latest game is sure to take Gotham by storm. Taken from the smash-hit "Batman: the Animated Series," this game has all of the action you've been waiting for.

COMING IN JANUARY, VOLUME 68



THE ADVENTURES OF BATMAN & ROBIN



RoboTrek

Pitfall: The Mayan Adventure

The Lion King

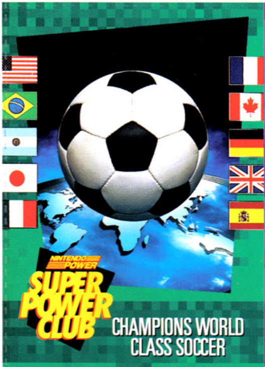
Street Racer

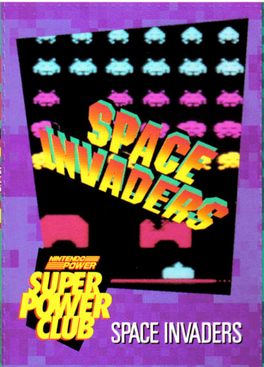
Star Trek: Starfleet Academy

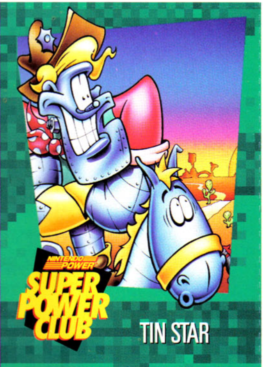
plus
bonus issue specials:

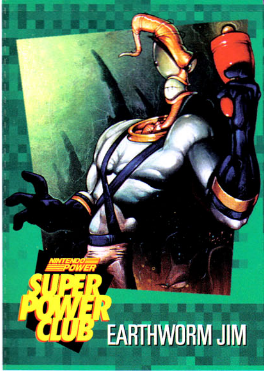
- Top Games of 1994
- Upcoming in 1995
- Hot New Ultra 64 Update
- and tons of the new Take 2 reviews!

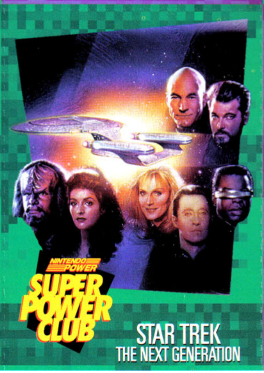
POWER CHALLENGE TRADING CARDS

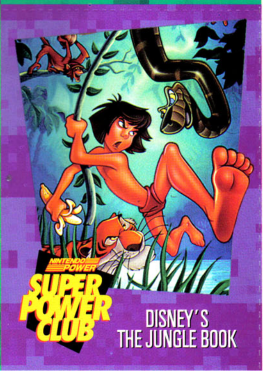

CHAMPIONS WORLD CLASS SOCCER


SPACE INVADERS
SPACE INVADERS




EARTHWORM JIM


STAR TREK
THE NEXT GENERATION


DISNEY'S
THE JUNGLE BOOK

POWER CHALLENGE TRADING CARDS

POWER CARD #170

TIN STAR™

DESCRIPTION *As the mechanical Sheriff of the western town of East Clintwood it's your job to protect the good, and clear out the bad and the ugly. Black Bart and his Bad Oil Gang have taken over and need to be run out of town. Use the Super Scope 6, SNES Mouse or your regular controller to take target practice on the guys in the black hats.*

CHALLENGE *Can you beat the following scores?*

Novice:	650,000 points
Intermediate:	1,000,000 points
Pro:	1,500,000 points

SYSTEM: *Super NES*
GAME TYPE: *Western Shooter*
# OF PLAYERS: *1*
RELEASED: *11/94*
COMPANY: *Nintendo*

™&©1994 Nintendo

POWER CARD #158

SPACE INVADERS™

DESCRIPTION *Remember creepy marching aliens and whirring spaceships? Fight them off and save the world from invasion with this portable arcade classic. Or, play with a friend and discover an unexpected twist to the action.*

CHALLENGE *Can you beat these scores?*

Novice:	1,200 Points
Intermediate:	5,500 Points
Pro:	12,000 Points

SYSTEM: *Game Boy*
GAME TYPE: *Arcade*
# OF PLAYERS: *2*
RELEASED: *10/94*
COMPANY: *Nintendo*

™&©1994 Nintendo ©1994 Taito

POWER CARD #137

CHAMPIONS WORLD CLASS SOCCER™

DESCRIPTION *The thrill of competing on a world class level and you don't have to worry about grass stains! Choose from among 32 countries around the world and try to win the championship. From the all-powerful Germans down to the Australian squad, the best teams are represented here.*

CHALLENGE *What is the largest margin of victory you can achieve?*

Novice:	Using Germany, win by 12 goals
Intermediate:	Using Cameroon, win by 10 goals
Pro:	Using USA, win by 10 goals

SYSTEM: *Super NES*
GAME TYPE: *Soccer*
# OF PLAYERS: *2*
RELEASED: *5/94*
COMPANY: *Acclaim*

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POWER CARD #166

DISNEY'S THE JUNGLE BOOK™

DESCRIPTION *Help Mowgli find his way through the jungle on his way back to the man village. Collect the diamonds to progress on to the next level. Bananas are some of your best weapons against the snakes, monkeys and other enemies who try to block your path. You can even dig to find secret bonus levels!*

CHALLENGE *Can you finish these levels with this much time remaining:*

Novice:	Jungle by Day; 1 minute
Intermediate:	Dawn Patrol; 1 minute, 45 seconds
Pro:	Tree Village; 2 minutes, 15 seconds

SYSTEM: *Game Boy*
GAME TYPE: *Action*
# OF PLAYERS: *1*
RELEASED: *8/94*
COMPANY: *Virgin Games*

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POWER CARD #146

STAR TREK THE NEXT GENERATION™

DESCRIPTION *Join Captain Picard, Lt. Worf and the rest of the Next Generation crew as they explore the galaxy. Complete seven missions, explore hundreds of planets, and fight off Romulan attacks. Quick thinking and smart moves will get you safely through the final frontier.*

CHALLENGE *How many away Missions can you complete without using your phasers to destroy any enemies?*

Novice:	1 Mission
Intermediate:	3 Missions
Pro:	5 Missions

SYSTEM: *Super NES*
GAME TYPE: *Adventure/Simulation*
# OF PLAYERS: *1*
RELEASED: *3/94*
COMPANY: *Spectrum HoloByte*

®&© 1994 Paramount Pictures. All Rights Reserved. Star Trek: The Next Generation is a Registered Trademark of Paramount Pictures.

POWER CARD #167

EARTHWORM JIM™

DESCRIPTION *One day you poke your invertebrate head out of your worm hole; and bang! A cybernetic plasma-driven suit lands on your head! Psy-crow wants it back and wants it bad. Blast, whip, and bungee jump your way through 20 levels to rescue Princess What's Her Name. You may be spineless, but you've got guts!*

CHALLENGE *How far can you go on 1 Continue?*

Novice:	2 Levels
Intermediate:	5 Levels
Pro:	8 Levels

SYSTEM: *Super NES*
GAME TYPE: *Action*
# OF PLAYERS: *1*
RELEASED: *12/94*
COMPANY: *Playmates*

Earthworm Jim™©1994 Shiny Entertainment Inc. & Playmates Interactive Entertainment.

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)

Volume 60 (May '94): Super Metroid, The King of Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94):: Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of The Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), Mighty Morphin Power Rangers (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch-Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac-Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

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DK JAMZ
DK JAMZ
THE ORIGINAL DONKEY KONG COUNTRY SOUNDTRACK
THE ORIGINAL DONKEY KONG COUNTRY SOUNDTRACK
Donkey
The Kong Family
Funky Diddy Candy Donkey Cranky

From the Nintendo Power SUPER POWER SUPPLIES Catalog

DONKEY KONG COUNTRY

JUNGLE GEAR!

NOW AVAILABLE IN THE WINTER '94 CATALOG

THE ORIGINAL DONKEY KONG COUNTRY SOUNDTRACK

The word on the street is that there are some secret "bonus tracks" on the CD. Maybe so.

DONKEY KONG & DIDDY T

Render yourself in this!

DIDDY HAT

The perfect head gear for entering the jungle!

DK FAMILY SWEATSHIRT

Getting a bunch of apes to pose together is no easy task!

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the get list

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jungle wish

MORTAL KOMBAT II
explosive giving

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SPIDER-MAN & VENOM: MAXIMUM CARNAGE
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